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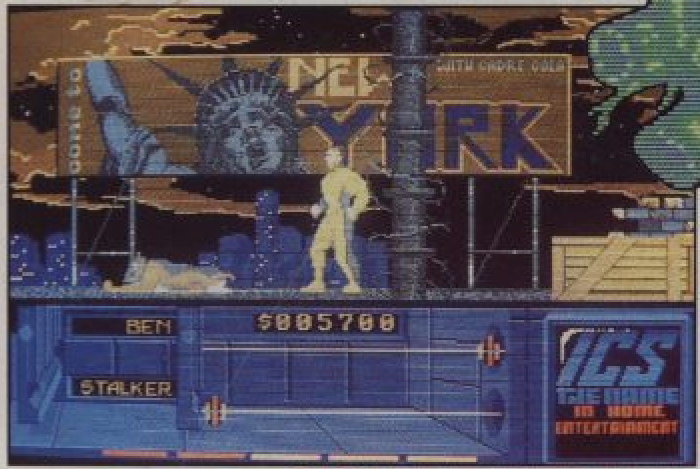
CU
COMMODORE USER
AMIGA · 64



BLASTEROIDS

ANIMATION SPECIAL





RUNNING MAN

SHOWTIME WITH ARNIE

VINDICATORS
IN THE CU TANK TRAP

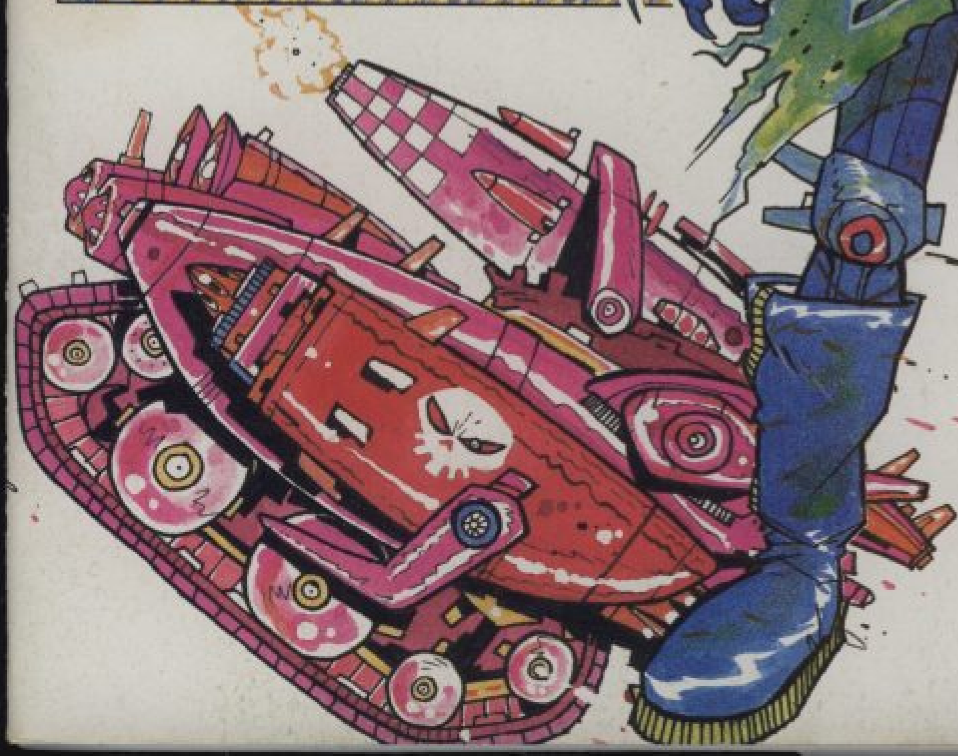
STRIDER-ARCADES

FORGOTTEN WORLDS
PREVIEW









ARMEGEDDON IT
-POPULOUS




THE POWER
TAITO COIN-OP HITS
'THE ARCADE COMPILATION OF THE YEAR'
Featuring:
RASTAN
CRASH – "Rastan is slick and compelling"
YOUR SINCLAIR – "So another spanker from Imagine. You'll be a fool if you miss it!"
SLAPFIGHT
COMPUTER & VIDEO GAMES – "Simple. Smooth. Very addictive. A winner." ZZAP – "A superb arcade conversion and a great shoot 'em up. This is one for the ZAPPERS collection."
RENEGADE
COMMODORE USER – "As conversions go this still takes some beating – literally and metaphorically."
YOUR SINCLAIR – "The graphics are so slick you really feel you're part of an action movie rather than just playing a game."
ARKANOID
ZZAP 64 – "I thoroughly recommend Arkanoid – for the simple reason that it's simply gorgeous playing with it."
COMPUTER GAMES WEEK – "The take home message is simple. You want a great arcade game?"
FLYING SHARK
COMPUTER WITH THE AMSTRAD CPC – "This is an excellent game."
ACE – "Incredibly frustrating playable and addictive."
ARKANOID REVENGE OF DOH
AMTIX – "Excellent – can't fault it. A future number one."
YOUR SINCLAIR – "Immensely impressive and chronically addictive. A Classic."
BUBBLE BOBBLE
AMSTRAD ACTION – "It's a cracker. Definitely a game I should keep coming back to."
GAMES MACHINE – "Packed to the brim with entertainment."
LEGEND OF KAGE
CRASH – "One I won't put down until I get through to the next level."
COMMODORE CASSETTE: £12.95 DISK: £14.95
AMSTRAD CASSETTE: £12.95 DISK: £14.95
SPECTRUM CASSETTE: £12.95 DISK: £14.95
KARNOV
GRYZOR
BARBARIAN
PLATOON
TAITO
COIN-OP
Hits
RASTAN
LEGEND OF KAGE
RENEGADE
FLYING SHARK
SLAP FIGHT
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BARBARIAN
"Its reputation for being the most bloodthirsty computer game ever, means that its phenomenal success will undoubtedly continue." – Sinclair User.

COMBAT SCHOOL
"Combat School is brilliant – definitely the best arcade conversion around." – Zzap 64

TARGET RENEGADE
"If you're after some exciting beat 'em up action this is a good excuse to part with all your hard-earned cash." – Crash

CRAZY CARS
"Crazy Cars is a three-dimensional real-time simulation. This must be the ultimate car game." – Sinclair User

PREDATOR
"Predator is a superb tie-in and really hits the mark." – ZZAP! Sizzler

KARNOV
"Stunningly colourful screens ... the most accurate conversion of an arcade hit in years." – Your Sinclair

PLATOON
"Platoon is absolutely superb – a milestone in film tie-ins, and a yardstick by which all others shall be judged." – Zapp 64

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Note: SUPERBOWL and WINTER OLYMPIAD are not available on the AMSTRAD version.

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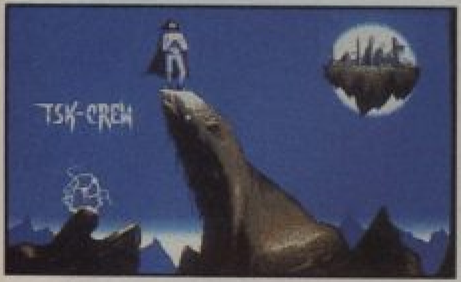

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APRIL

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72,892
July-Dec 1988

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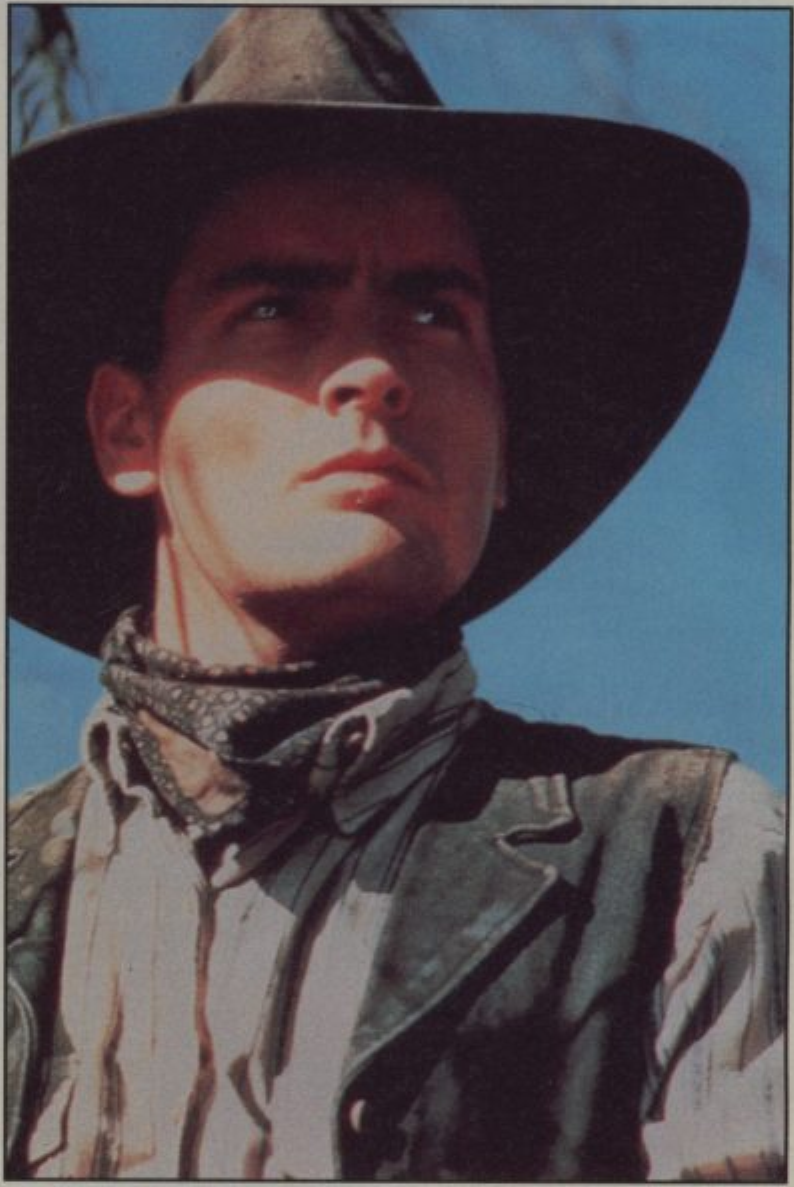
Cover illustration: Janie Hewlett.

BUZZ

WHO'LL GO FOR YOUNG GUNS?

The latest movie in line for computer game treatment looks likely to be the recently released Brat-pack Western 'Young Guns'. Starring the likes of Emilio 'Breakfast Club' Estevez, Kiefer 'Bright Lights Big City' Sutherland, Lou 'La Bamba' Diamond Phillips and Charlie 'Platoon' Sheen, 'Young Guns' relates the tale of six young outcasts hired by an English merchant (Terence Stamp) to protect his ranch against local badboys The Ring. In the course of their struggle, the six become the object of the West's biggest manhunt, and one of them — William H. Bonney, played by Estevez — eventually gains legendary status under his nickname, Billy The Kid.

Surely a good bet for those nostalgic gameplayers who fancy a break from conflicts set in the 21st Century, 'Young Guns' is currently the subject of a bidding war amongst the leading industry chequebook holders. No final decision has been reached yet according to the licence-holders, so you'll just have to watch this space for further developments.



DRAGON NINJA — AN APOLOGY

Due to an unfortunate typesetting up-cock we unknowingly awarded *Dragon Ninja* the dubious title of 'worst game of 1988'. The game which had been elected for this 'honour' was in fact *Double Dragon,* a product totally unconnected with *Dragon Ninja* or indeed Ocean Software.

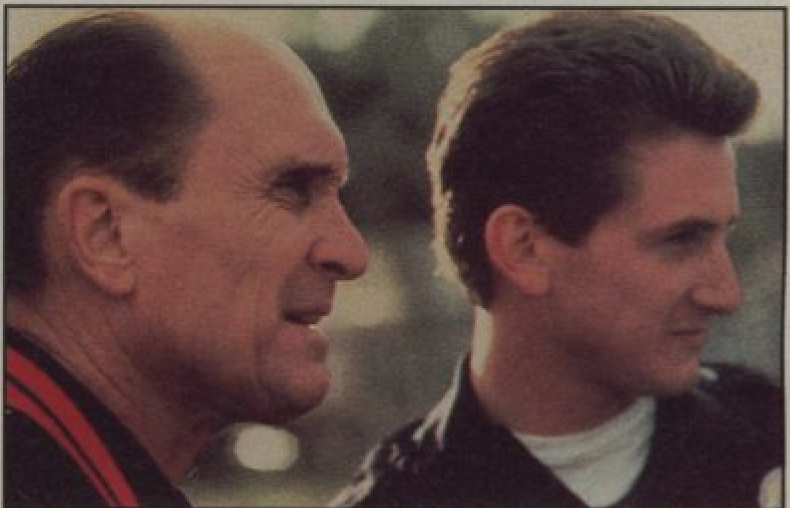
***Dragon Ninja* was not, as everyone knows, in fact released until 1989 when we reviewed it in our February issue and awarded it a Screen Star.**

We apologise to Ocean for the embarrassment and any commercial damage this may have caused and urge all our readers to take a good look at this superb game which is currently sitting at Number One in the Commodore charts.



COLORS COLLARED

The licence for Denis Hopper's controversial story of gang warfare in Los Angeles is up for grabs. Ocean have already passed on it, being reluctant to be associated with the violence in the film. On the film's release in the States, showings in L.A. were heavily picketed by members of the Bloods and Crips gangs who felt that it exploited them and distorted the truth about gang life. It'd be difficult to imagine that any game coming out of the film would contain anything less than a large amount of slaughter and as gang killings in the city are now running at something like one a day, this would seem to be in dubious taste. Not that matters of good taste have ever stopped software houses. The difference this time is that this isn't the figment of a scriptwriter's imagination. Murder on the streets of L.A. is real.





GILBERT GUESSED

Fresh from the fridge, everyone's favourite snot-dribbling alien is about to become a computer game. This is, of course, if he doesn't float off in the meantime. The lucky licensees are Again Again, the team responsible for *The Munsters* (reviewed last month).

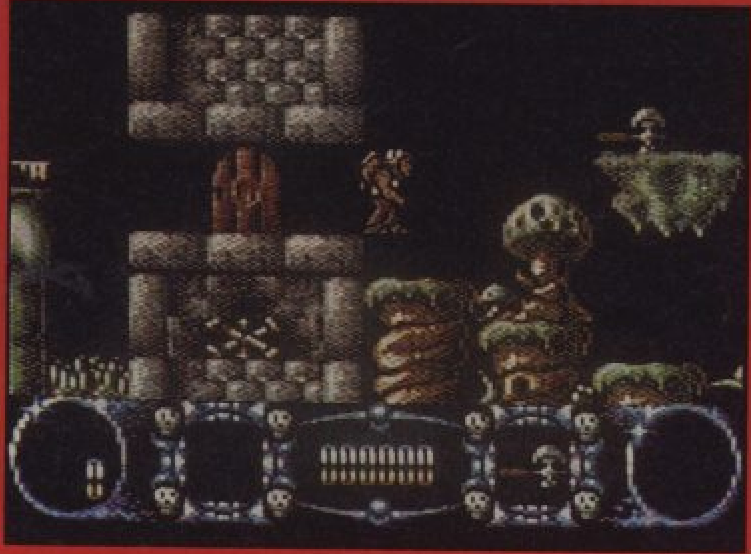
Gilbert was unavailable for comment as he is busy filming the epic big screen version of the Gilbert's Fridge classic 'How Far To Hitchin — The Early Years', which tells the remarkable story of Major Cuthbert Gwendolen Poppinjay's childhood as an alien growing up on the planet Drill, 32 galaxies away.

But here are three things you never knew about Gilbert. He can only use 9% of his brain power on Earth at any one time, because the human race aren't yet developed enough to take any more. His world is a dark celestial pasture where there is no conception of time. He is a Spurs supporter. These facts ARE thought to be related.

VIGILANTE

"The skinheads have taken Madonna hostage – take the power into your hands". 'Does this mean that Ms Ciccone has been kidnapped by her estranged hubby', gasp the world's press. In fact it's the scenario to US Gold's next release, a coin-op conversion of the Irem game *Vigilante*. It's classic beat 'em up fare, programmed by Irish house Emerald Software and selling for £14.99 on the Amiga it could be one to watch. Full review next issue.



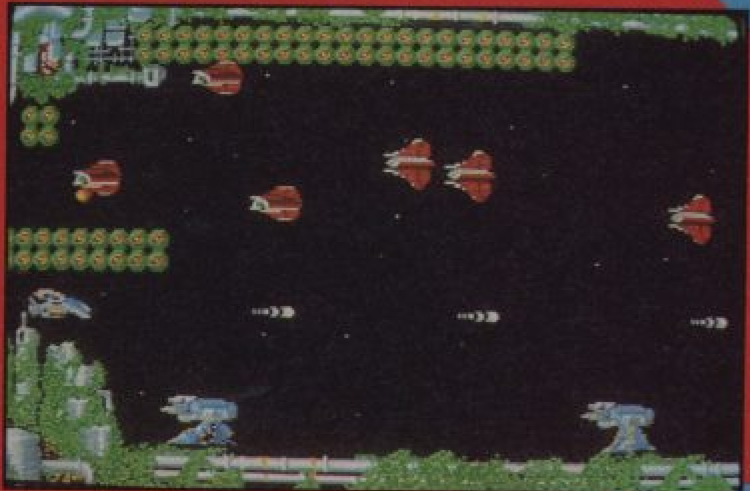


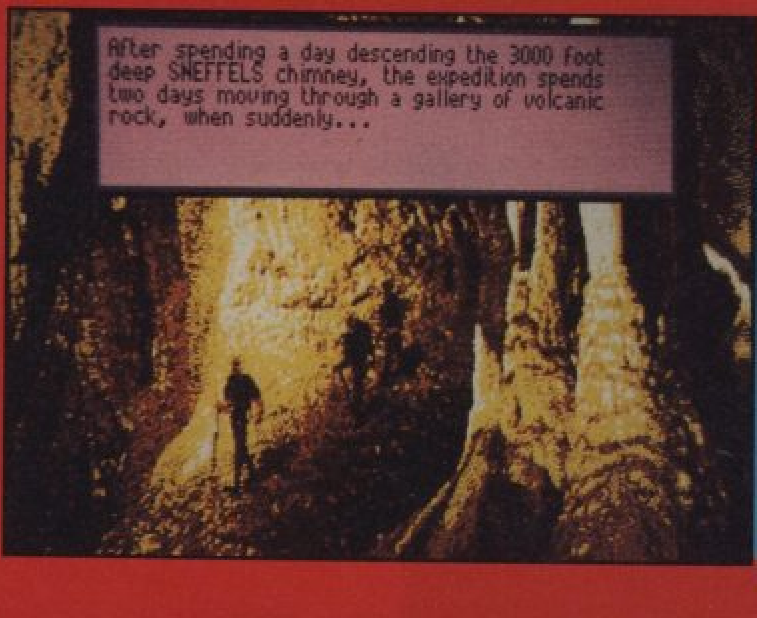
STORMLORD

Free the fairy folk! Those lovely, lovely fairy folk are having their peaceful peacefulness disturbed by an evil Queen. Hewson's new shoot 'em up brings full 16 colour bit-map scrolling to the 64 in a blaze of glorious action. Another natty little creation from Raffaelle Cecco, the author of *Cybernoid* and converted by Nick Jones, it should be out any moment now. Reviewed in your soaraway CU next month.

R-TYPE

At last! It might have taken an eternity, but it's here. Well, almost here, Activision promise and it'll be in the shops very, very soon. Honest it will. You believe us, don't you? Naturally enough it'll feature all the glorious intricacy and challenge of the arcade original and have feisty sound and graphics. So, if you haven't bought recently that some people might possibly think looks a tiny bit similar, there isn't long to wait now. (We hope.)





JOURNEY TO THE CENTRE OF THE EARTH

U.S. Gold's game doesn't take it from inspiration's either of the two films, but from the Jules Verne novel. This means you can choose from amongst four eminent scientists ranging from the manly chinned and vigorous Douglas McClure type to the more mature sophistications of a James Mason lookalike. The game itself is a mixture of action and strategy in your odyssey through the Earth's crust.

BUZZ

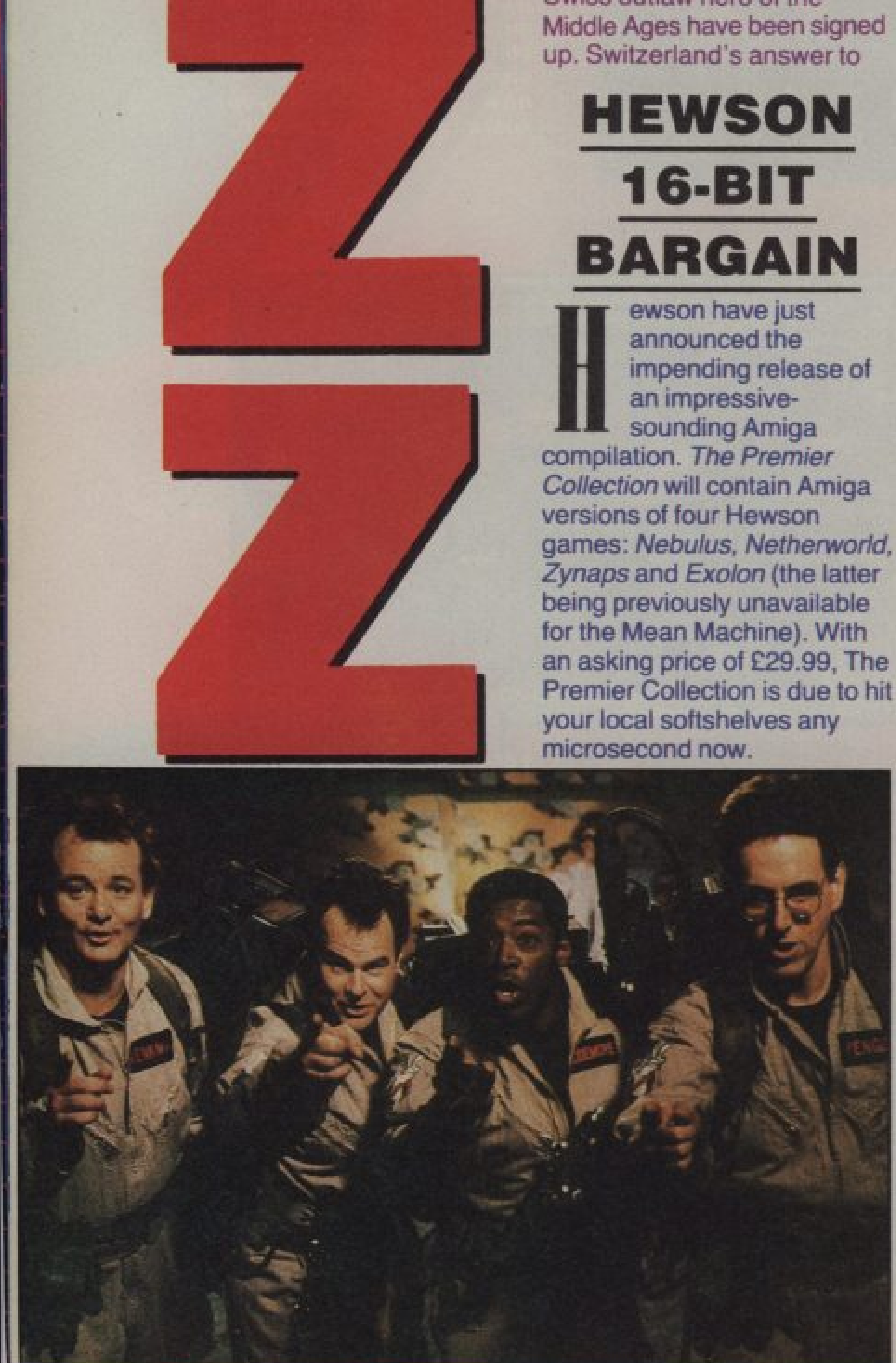


WILLIAM TELL CAPTURED

It's just come to our attention rights to convert the popular new Independent TV series 'William Tell', based on the exploits of the legendary crossbow-wielding Swiss outlaw hero of the Middle Ages have been signed up. Switzerland's answer to Robin Hood (played by the v. macho Will Lynam) will be gracing your TV screens until June or thereabouts, and it's likely the conversion will be released well before then, hopefully by the start of May. Gadzooks and Odd's Bodkin! we say.

HEWSON 16-BIT BARGAIN

Hewson have just announced the impending release of an impressive-sounding Amiga compilation. *The Premier Collection* will contain Amiga versions of four Hewson games: *Nebulus, Netherworld, Zynaps* and *Exolon* (the latter being previously unavailable for the Mean Machine). With an asking price of £29.99, The Premier Collection is due to hit your local softshelves any microsecond now.



WHO YOU GONNA CALL?

It's still only in production and it won't be released here until this Christmas but Activision have already signed up the license for Ghostbusters II. In the film all the original cast, including Dan Ackroyd and Bill Murray, return to sort out one Vigo the Carpathian a warlock spirit who resides in his own self-portrait which is hung in the Museum Of Modern Art. Needless to say some nasty surprises lie in store for the unfortunate art lovers who come to contemplate on Vigo's likeness and Ghostbusters PLC have to be called in.

We here think it sounds a right load of Jackson Pollacks, but it's certain to be as awesomely popular as its reknowned predecessor. It's obviously far too early to tell what the game will be like as the film isn't finished. But it's worth remembering the original is still one of the biggest sellers ever.

BOMBS AWAY

Vektor have returned after their Domark successes with *Star Wars* and *The Empire Strikes Back* with *Bomber*, a simulation on a grand scale written for Activision. Not only is this a highly detailed simulator, you can choose between seven different types of bomber that you want to fly, including their handling characteristics. Not only does the player choose his own plane, but he can pick his adversaries.

The game will include air-ground combat as well as the usual dog fighting. The idea for the game came from a visit by programmer Andy Craven to the States where he went to see the USAF's annual Curtis E Le May bombing competitions in which air forces from around the world are invited to take part in competition and points are awarded for things like accuracy, tactics, and timed interceptions. "It struck me it was just simply a natural for conversion," claims Curtis.

Word has it that strategic bombing, however, is NOT set to be a demonstration sport at the next Olympic games.



TELECOMSOFT FOR SALE

Leading software producers Telecomsoft are being sold off by their parent company British Telecom as the phone company have decided that "entertainment software publishing is no longer consistent with the Company's corporate goals."

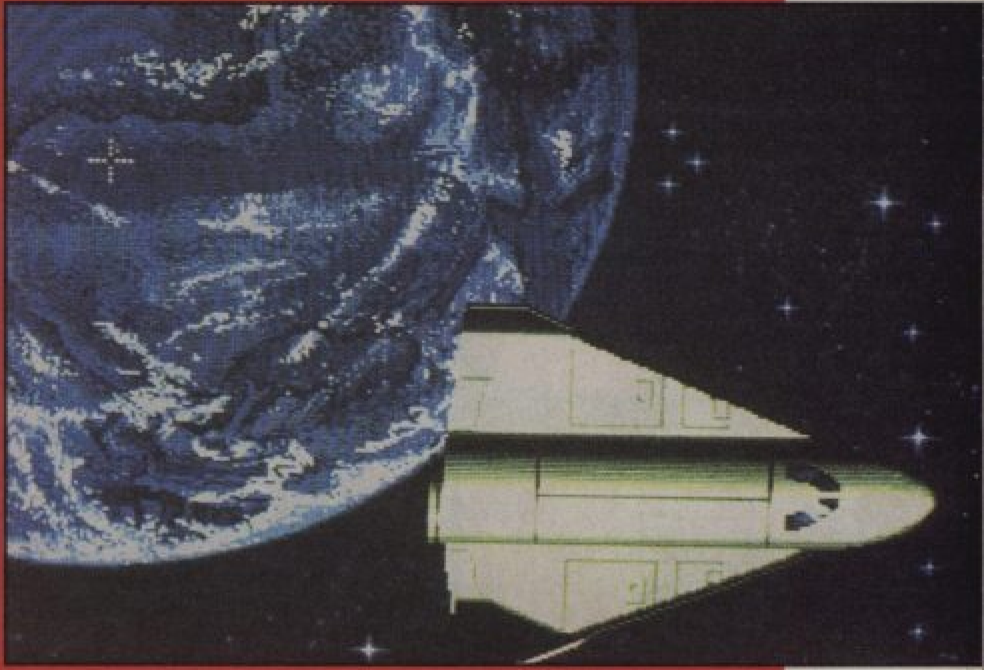
Bids are being made as we write and it is understood that offers have been made both from other major software companies and organisations with no previous interest in the wacky world of gaming. But what will all this mean for fans of Rainbird, Firebird and Silverbird games? Will *Elite* continue to be stocked by your local softshop? And how about all those products under development, games like *Rainbow Islands, P-47* and *Mr Heli.*

Telecomsoft boss Paula Byrne says that "while life's just going on as normal at the moment, nobody's absolutely sure what will happen after the sale."

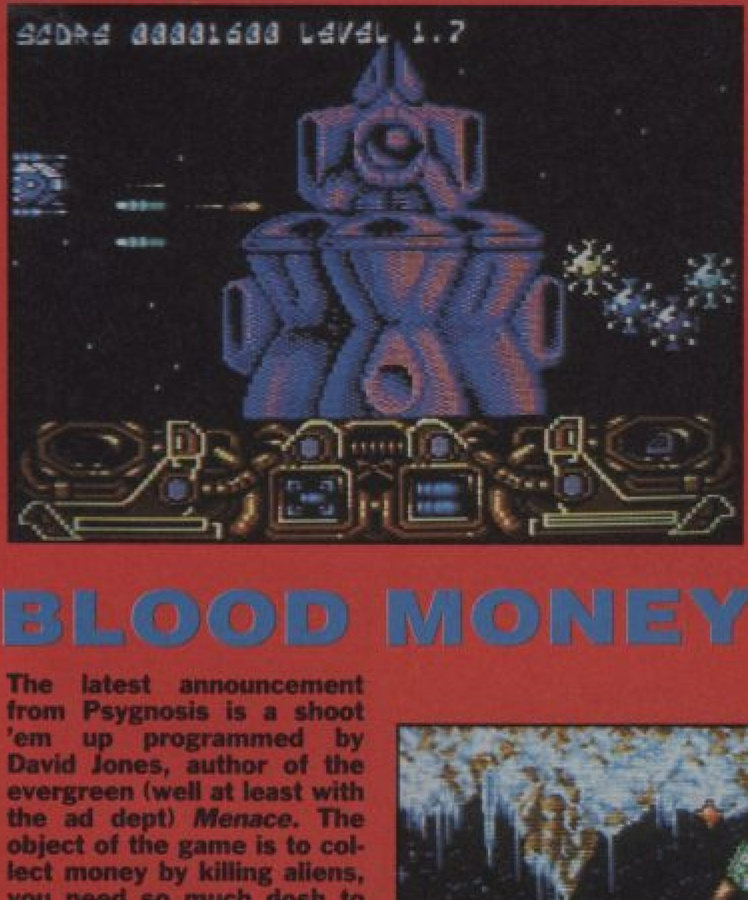
But she adds that she'd be most surprised if the new regime will have any effect on the considerable body of work currently in development: "apart from the arcade licences there are also three further games on the way from Real Time who did *Carrier Command*, there's a new Jez Sangame which won't be finished until 1990 and there's all the eight-bit versions of various Rainbird games which are currently under production. I'm sure no future owner of Telecomsoft would stop these kind of titles from coming out — they're just too valuable."



EUROPEAN SPACE SHUTTLE HERMES



Well it was only a matter of time, we suppose. What with everybody from Rupert Murdoch to the Strategic Defence Initiative people cluttering up space with their bright ideas, it's hardly surprisingly that an enterprising softco has just come up with — *ta-ran-ta-raa* — a Space Shuttle Sim. The company in question are French softhouse Coktel Vision and the sim, *European Space Shuttle Hermes*, allows you to carry out all the functions of one of these superior craft in the comfort of your own home. *ESSH*, which apparently has the full participation of the European Space Agency is due for release in May. And remember: In Space No-one Can Hear You Making A Profit. . .



DARK FUSION

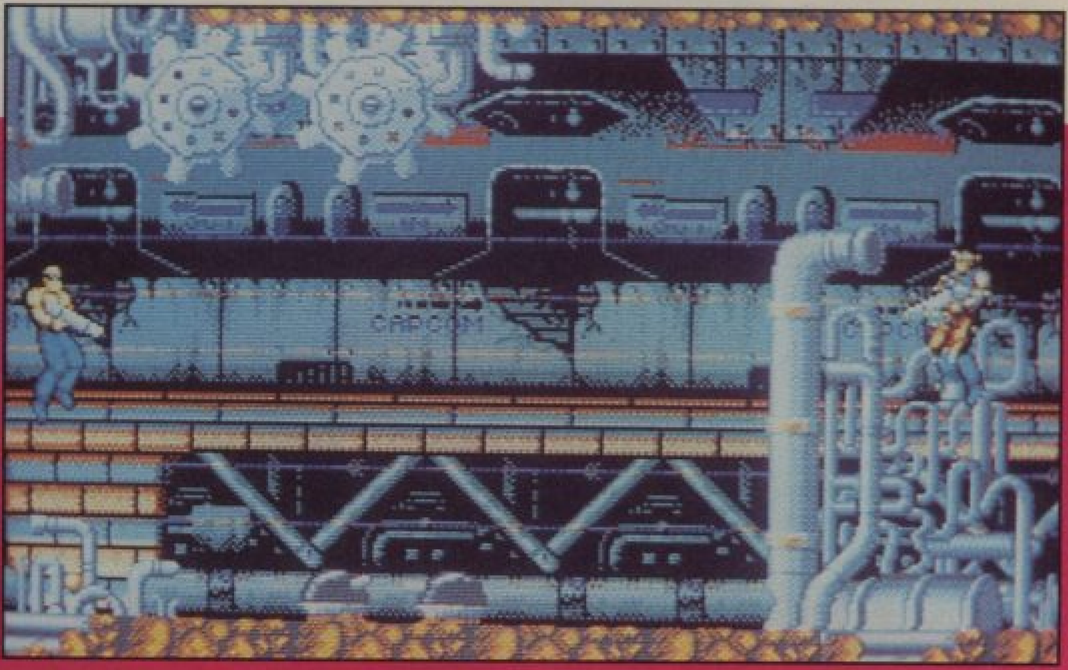
"Sharpen your reflexes as you gallantly repel the alien space fleets and test your nerve in bloody battle against the horrendous monster in the pit of despair."

Oh well, I was going to wash my hair tonight, but if you put it like that. *Dark Fusion* starts as a furious bi-directional shoot 'em up of the famous ilk with plenty of indiscriminate destruction, power-up icons and fearsome aliens. You know the sort. But it also has teleporters which will beam you back into your spaceship and on to do battle with a giant alien monastry of all things, and its pet primeval tentacled beast. And I thought monastries were nice quite places where people sat round all day and made mead.

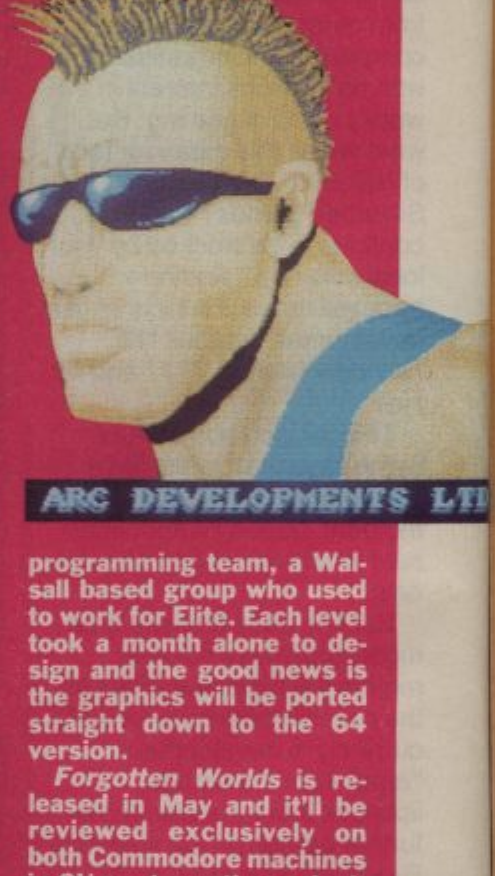
BLOOD MONEY

The latest announcement from Psygnosis is a shoot 'em up programmed by David Jones, author of the evergreen (well at least with the ad dept) *Menace*. The object of the game is to collect money by killing aliens, you need so much dosh to complete each of the four levels. It's a sort of intergalactic cull we suppose. Too many of the blighters or something, no doubt. Either way the graphics look pretty spifo and, we're promised, there is 400 megabytes of music in there. That as everyone knows, is the equivalent of 800 Amigas, so perhaps they meant something else!





FORGOTTEN WORLDS

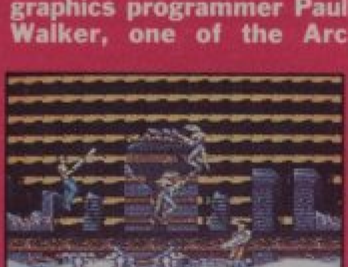


There was a time, perhaps a year or so ago now when Capcom was in danger of being forgotten because of the increasingly impressive advances in gaming made by the likes of Sega and Taito. Only *Street Fighter* with its punchpad and huge sprites kept them in the game, until that was, the release of *Forgotten Worlds*, a two player horizontal shoot 'em up in the mode of *Sidearms*.

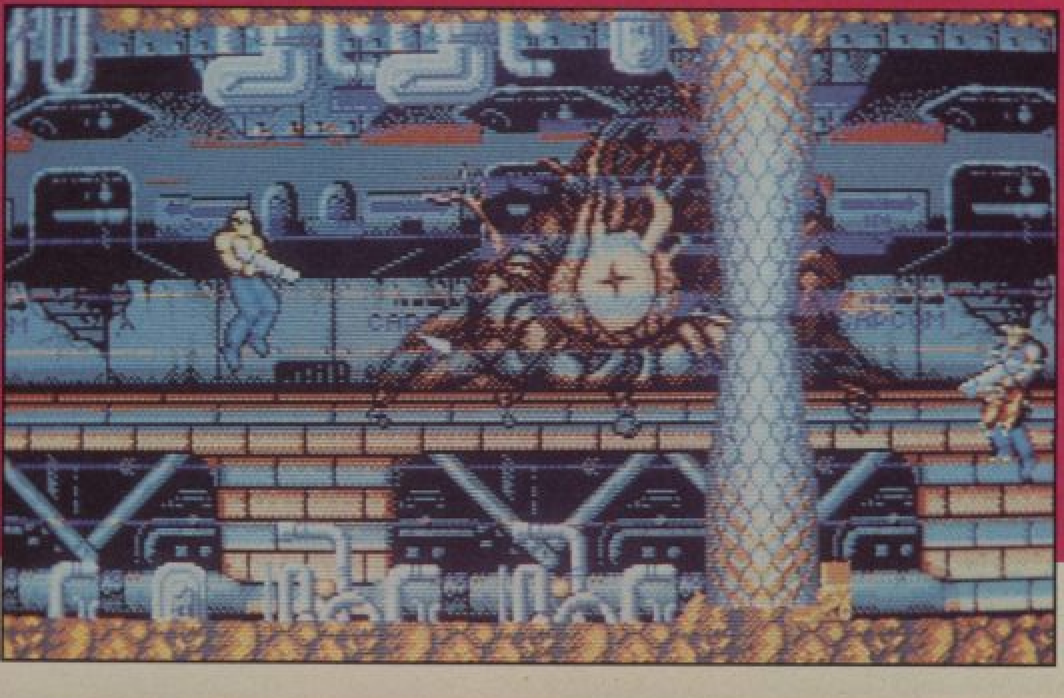
CU grabbed an exclusive on the coin-op back in August '88, when we gave it an Arcade Star. Nick Kelly, that great Fenian genius of the joystick, pointed out at the time that US G had scored a major coup in snapping all the Capcom rights, and since then we've seen equally impressive work from them, like *Strider* (see March issue).

The scenario is classically Japanese. An Emperor Bios is the god of distruction and creator of evil in some timespace or another. He created eight, presumably lesser, but equally unpleasant gods who went around destroying cities, turning them into Dust Worlds, "but aura of people's mind created two super warriors to fight against evils". Perhaps it loses something in translation.

It certainly hasn't lost anything in transition to the home computer, though, as you can see. The graphics to the Amiga version are very impressive, so much so that they look like they've been downloaded from the coin-op. Not so, they're designed by graphics programmer Paul Walker, one of the Arc programming team, a Walsall based group who used to work for Elite. Each level took a month alone to design and the good news is the graphics will be ported straight down to the 64 version.



Forgotten Worlds is released in May and it'll be reviewed exclusively on both Commodore machines in CU next month, so don't miss out on what could be the conversion of the year.




RED HEAT
The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drug-dealer. The two detectives – one Russian, one from Chicago – both have different reasons for capturing their prey as they come face to face with the 'Cleanheads' gang, fist fights, gun fire, and
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SUGGESTED BY	FILLING
Elaine Bishop	Banana and cream cheese
Mike Pattenden	Mozarella black olive paste, and mayo on brown.
Tom Glenister	Corned beef and pickle.
Nigel Taylor	Beef and onion.
Steve James	Bacon, lettuce, tomato, swiss cheese and mayonnaise, chips and Pepperami.
Gary Williams	Guinness and cider.
Mark Patterson	Cheese, salami, mustard and pickle
Mark Heley	Condensed Milk
Eugene Lacey	Squid salad and lettuce
Mike Pattenden (breakfast)	Cheese and pickle roll

CHA

ADVENTURE CHART

TM	LM		
1	NE	HEROES OF THE LANCE	US GOLD
2	NE	WAR IN MIDDLE EARTH	MELBOURNE HOUSE
3	1	TIMES OF LORE	MICROPROSE
4	6	LANCELOT	DATABASE
5	7	THE BARD'S TALE	ELECTRONIC ARTS
6	3	DIARY OF ADRIAN MOLE	MASTERTRONIC
7	4	DEFENDER OF THE CROWN	MIRRORSOFT
8	2	POOL OF RADIANCE	US GOLD
9	RE	HUNT FOR RED OCTOBER	GRAND SLAM
10	RE	BARDS TALE 2	ELECTRONIC ARTS

C64 CHART

TM	LM		
1	NE	DRAGON NINJA	OCEAN
2	1	ROBOCOP	OCEAN
3	NE	WORLD GAMES	KIXX
4	NE	IN CROWD	OCEAN
5	NE	WEC LE MANS	IMAGINE
5	NE	EMLYN HUGHES INT. SOCCER	AUDIOGENIC
7	4	DOUBLE DRAGON	MELBOURNE HOUSE
8	2	AFTER BURNER	ACTIVISION
9	3	OPERATION WOLF	OCEAN
10	NE	PRO SKI SIMULATOR	CODE MASTERS
11	NE	ACE 2	CASCADE
12	7	MICROPROSE SOCCER	MICROPROSE
13	10	JOE BLADE 2	PLAYERS
14	NE	TOMCAT	PLAYERS
15	19	INT. RUGBY SIMULATOR	CODE MASTERS
16	NE	COMMANDO	ENCORE
17	NE	INTERNATIONAL SPEEDWAY	FIREBIRD
18	15	FOOTBALL MANAGER 2	ADDICTIVE
19	6	BOMB JACK	ENCORE
20	NE	BATMAN	OCEAN

AMIGA CHART

TM	LM		
1	5	FALCON	MIRRORSOFT
2	NE	SWORD OF SODAN	GAINSTAR
3	6	TV SPORTS FOOTBALL	MIRRORSOFT
4	1	ELITE	FIREBIRD
5	2	LOMBARD RAC RALLY	DATABASE
6	NE	DRAGON'S LAIR	READYSOFT
7	10	OPERATION WOLF	OCEAN
8	NE	GALDREGON'S DOMAIN	PANDORA
9	8	PACMANIA	GRAND SLAM
10	NE	GAUNTLET 2	US GOLD



RTS

REVIEWERS CHOICE

Mike Pattenden: ***Zany Golf* (Amiga), *Denaris* (C64), *Strider* (Arcades).**

Mark Heley: ***Cybernoid 2* (Amiga), *Blasteroids* (Amiga), *Atomic Robokid* (Arcades)**

Steve James: ***Populous* (Amiga), *Wanted* (Amiga), *Denaris* (C64).**

Mark Patterson: ***Cybernoid 2* (Amiga), *Laser Squad* (C64), *Wasteland* (C64).**



READERS COIN-OP CHART

1	1	ROBOCOP
2	3	GHOULS 'N' GHOSTS
3	NE	NARC
4	NE	OP THUNDERBOLT
5	5	DOUBLE DRAGON II

DEMOS

This month sees a new, occasional section in CU devoted to the demo scene. With the help of Seventeen Bit software, and Reptillia — both demo specialists, and Compunet we've put together the best stuff around. No doubt there are omissions though and that's where you come in. If you're part of a crew or know of any other gear, then we want to hear from you, but be warned simple scrolly messages, no matter how technically impressive bore the hell out of us, so we only want the best. Just send your stuff to CU, Demos, 30-32 Farringdon Lane, London EC1R 3AU.

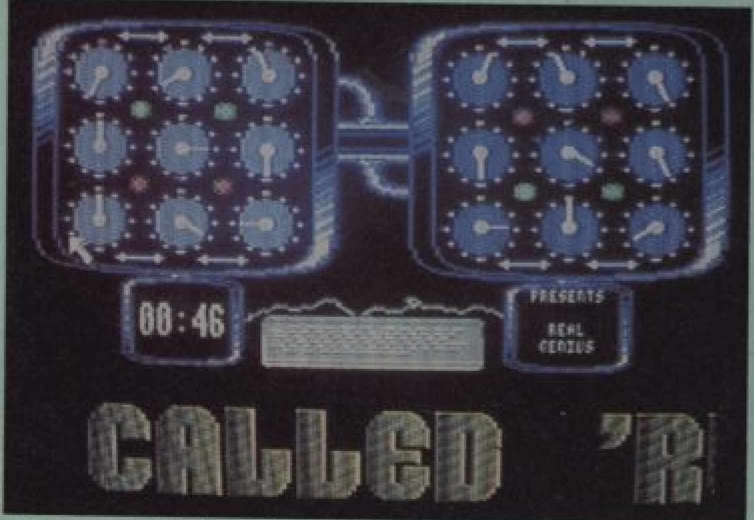
DIGITAL ACID: another Ash & Dave classic. Bouncing smileys, flashing screen and Stakker Humanoid digitised and remixed.



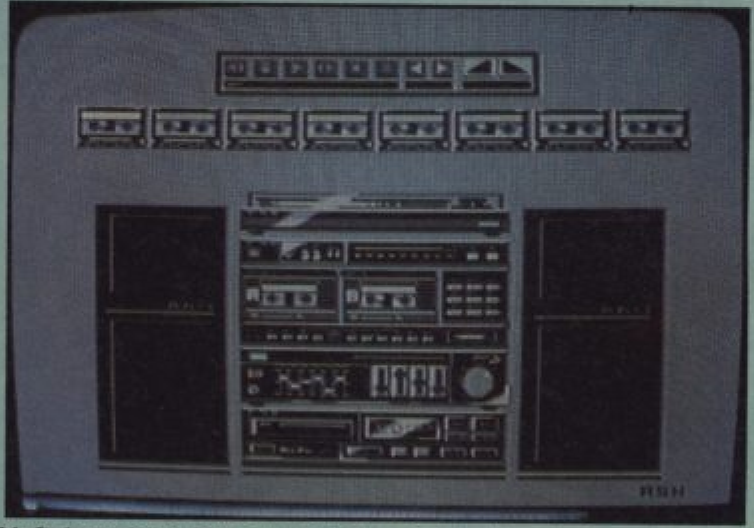
ELECTRIC CAFE: Ian & Mic's homage to Kraftwerk. Spinning heads à la IK + and the Boing Boom Chakk track from the LP.



Real Genius: programmed by Sphinx with music by the Maniacs of Noise, this is a working 8 bit Rubik's clock.



DUAL CASSETTE II: Ash & Dave's on screen midi system for the 64 plays more than half a dozen tunes including Moonlight Serenade.



RATT MOVIE 2: not the Amiga juggler! Yes, but on the 64!!? It's an animated pastiche of the Eric Graham original. Each image took approximately 4 hours to draw and uses the Commodore's multi colour mode to display 16 colours at any one time.

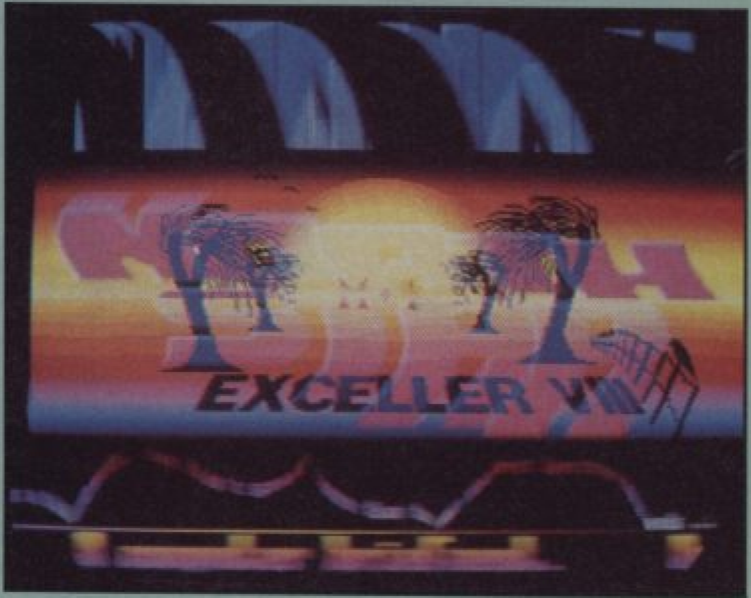


DEMOS



RAZOR: Iron Maidenish still from Norway's Razor. Had to feature this one — they quote CU as the best mag outside their native country.

SEVENTEEN BIT SOFTWARE: Po Box 97, Wakefield WF1 1XX Reptillia: Unit 27, Noble Square, Basildon B513 9LT Compunet.



EXCELLER 8: one of the few scrollies we allowed. It's a demo and magazine from Sweden's North Star dedicated to Roy Orbison!



PIPES OF PAN: our favourite. From the TSK Crew, an animated piece of disco pipe music. Catchapia! Yo!



KYLIE: aaargh!! Two disks of the wailing Antipodean actress with digitised pix and just about everything she's over recorded. What twisted mind did this!?



DESTINATION DOCKLANDS: for those of you who couldn't make it, music and stills from Jean Michel Jarre's big event.

DEMOS







Top: head for the fuel and key sharpish. Bottom: outside a bonus room.

VINDICA

Vindicators is the first title in a series of coin-op conversions by Domark's new label, Tengen. If you haven't spotted the advertisements littered about the pages of your brightest daily (well, monthly), Tengen is the result of a contracted amalgamation between Domark and Atari's coin-op division.

Tengen/Domark
Price: £19.99

The time is 1400 hrs, on a Wednesday in the year 2525. 'Neighbours' has just finished with somebody switching off the statis machine that has kept Scott and Charlene's love alive for more than five centuries. This has left you in a mean mood, so you, and a friend if you so wish (if you have any that is — Gary Whitta is looking for some — check "Sell Out" for more details) strap on your "I Rolled The World T-Shirt", climb aboard your SR-88 Strategic Battle Tank and set out to wipe out the evil invasion force from the Tangent Empire that's attacking some space stations outside Galaxy TR15.

The game is a 16-way scroller set inside a confined space. Scattered about each level are three types of things. The first is obstacles, such as walls and holes in the floor. The second thing that you find are the nasties. These can be gun turrets embedded in the ground, or tanks, just like your own. All are a pain, and all have to be wiped out.





Deal with the enemy tanks first.



ATORS



Finally you can find goodies. These exist in the form of fuel deposits, which replenish your fuel/shield, the key to open the exit to the next level, or stars. In the year 2525, stars are currency, and by collecting them, you can buy add-ons for your craft that turn it into a mean son of a muther. Things like boosters increase the top speed of your craft, longer range shots, greater power shots and special weapons. Some enemies can only be killed with the special weapons, in the way that airborne enemies can only be hit with rockets.

At the start of the game, you can choose which of the three levels you wish to begin on, easy, medium or, yes you guessed it, banana. On medium or hard level you get a big star bonus if you complete the level, but you don't if you start on easy. Who wants to credit a wimp?

The graphics have been converted well from the coin-op. The backdrops look metallic in a metallic sort of way and the tanks rotate smoothly. The scrolling is quite nice as well. The best bits, though, are the explosions. Large, colourful and loud.

The sound is fab. Lots of samples to be heard all the way through including the countdown, as well as tank engine and firing noises.

A good start to the label that looks set to provide us with some pretty nice products this year. One to look out for.

Tony Dillon

64

We hoped to bring you something on the 64, but at time of going to press, the game was behind schedule — so far in fact that we couldn't even preview it. Review asap.

SOUND	**78%**
GRAPHICS	**82%**
PLAYABILITY	**81%**
LASTABILITY	**78%**

80%

CU Compo



WIN!

A PORTABLE CD PLAYER

We all know what a hard life it can be for a Vindicator, holed up in a SR-88 Strategic Battle tank, even if fighting machines of the future do come fully equipped with microwaves and TV dinners.

So we've decided that the best thing to jolly up the ride — or the park, or a holiday for that matter — is one of these digitally wonderful PC-V2 portable cassette, radio and CD players from JVC. And if that isn't stretching a tie-in we don't know what is.

There's also twenty copies of the game to give away, so you needn't worry about missing out on a good prize.

It's question time again, so here's three tank related posers to test your knowledge:

1 In which battle was the tank first used?

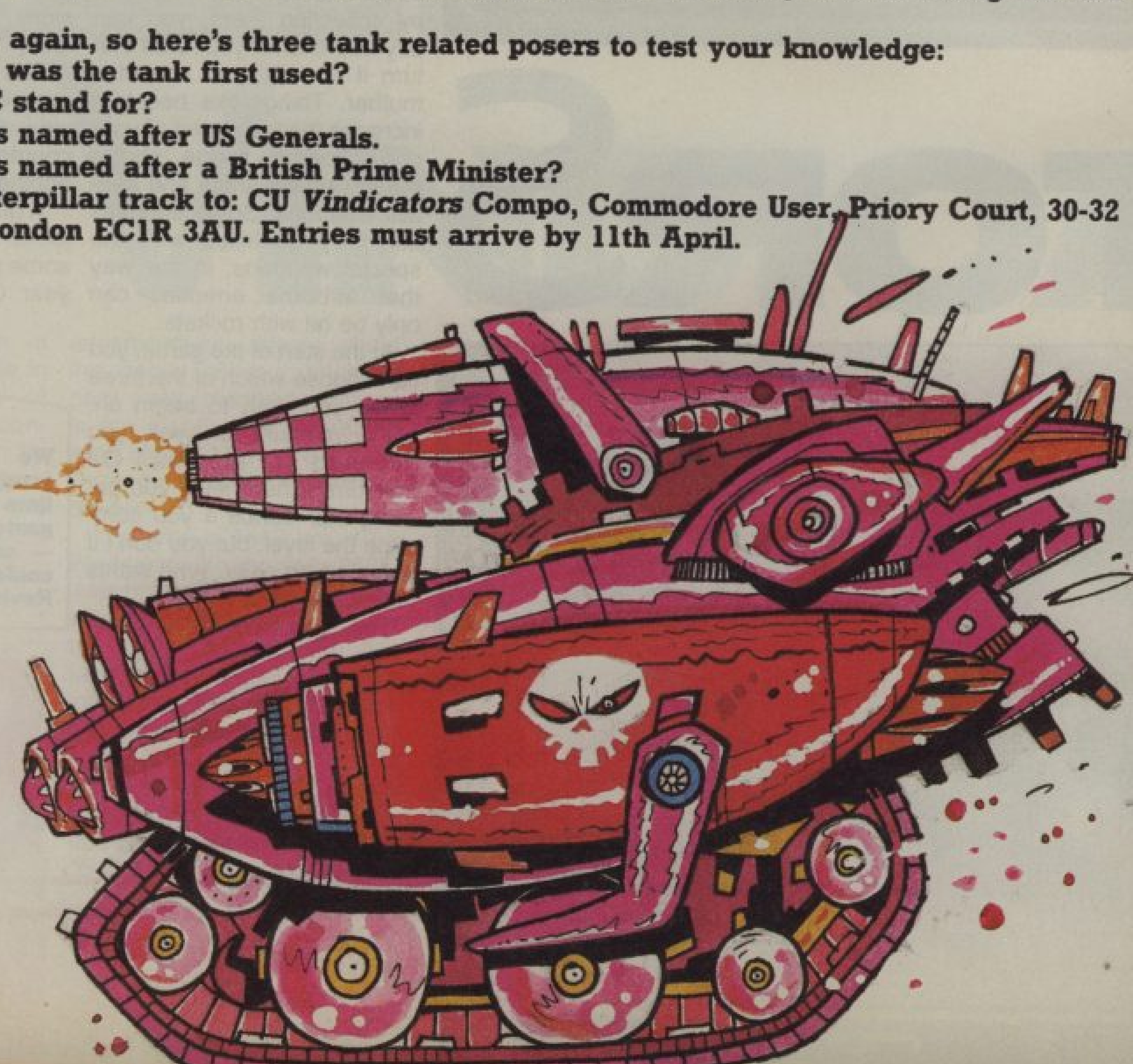
2 What does APC stand for?

3 Name two tanks named after US Generals.

4 Which tank was named after a British Prime Minister?

Answers on a caterpillar track to: CU *Vindicators* Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries must arrive by 11th April.

WIN!







STRIKE-ATTACK!

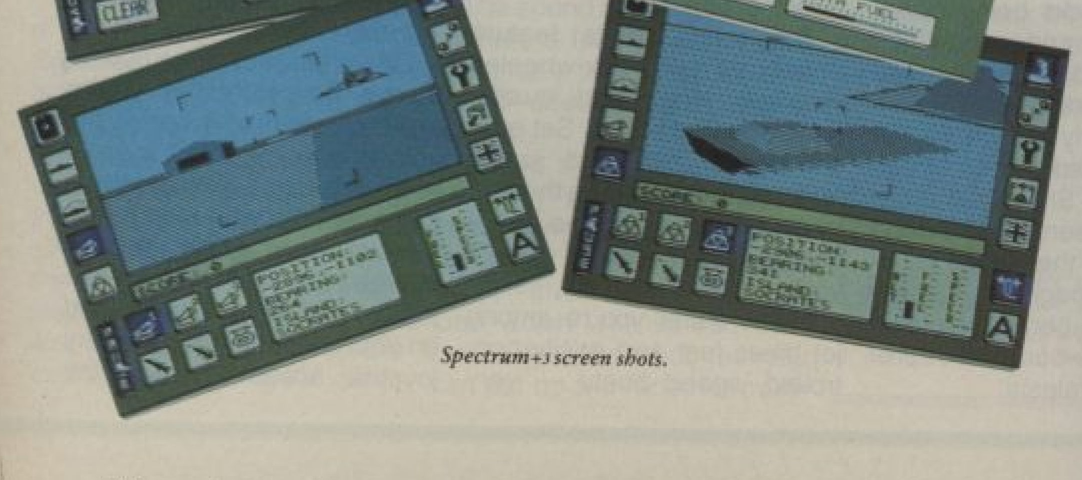
Get into action FAST to conquer the enemy by capture or destruction.

Carrier Command puts you in Total Mission Control from a super fast futuristic aircraft carrier with a variety of weapons, including amphibious tanks, planes and a high powered, turret mounted laser cannon to track and destroy your enemy.

With a huge play area of 32 islands, your objective is to capture your enemy's island network or to destroy its heavily protected Aircraft Carrier. To win, quick reactions and nerves of steel are vital to out-wit the enemy and beat him at his own game.

Carrier Command has three dimensional solid filled and vector graphics and superb speed of movement with scrolling land and sea scapes. There is also a Save Game Option, rousing sound effects and a free sound-track cassette with every game.

Commodore C64 cassette	£14.95
Commodore C64 disc	£19.95
Amstrad cassette	£14.95
Amstrad disc	£19.95
Amstrad PCW	£24.95
Spectrum+3 disc	£15.95
Spectrum (128K only)	£14.95



Spectrum+3 screen shots.

REALTIME GAMES SOFTWARE LIMITED

RAINBIRD

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.



Sling your buggy around the dirt track.



RUN THE GAUNTLET



This is another TV tie in, featuring boats, buggies, and assault courses (not to mention plenty of explosions). If you haven't seen it, it's a gameshow which features suicidal adventurists from all over the world, charging round tracks being blown up left, right and centre. It's nearly as bad as a Japanese gameshow (well not quite).

I was nearly put off by the appallingly bad pic of Martin 'Grey Sidies' Shaw (the programme's presenter). But none theless I hit the space, successfully managed to negotiate the multi-player selection screen and wound up representing Australasia.

The game is separated into three stages, each containing three events which are randomly selected to make sure the game is different every time you play it. Ending up in the ultimate test, the Castle siege, a mixture of the land, water and assault course events (with still more explosions).

The road events feature Spacecats (slow six-wheeled vehicles) jeeps and quads, (four-wheeled bikes). Set over dirt tracks, hills and jumps feature prominently as the major hazards, though the opponent's vehicles don't help if you get too close.

In the water you're among jet bikes fast and easily controlled, speed boats — very fast and difficult to handle, and hovercraft slow and unmanoeuverable bricks. The only real problem with the water event is the lack of a proper map — in the ensuing confusion you tend to wrap the vehicle you're in around an island or a buoy. Oh yeah, while all this is going there's still plenty of explosions erupting everywhere.

On the assault course there's no protection, you're on your own with only the ubiquitous explosions to keep you company. Left/right movements enable your man to run forward and a jab forward makes you jump . Hurdle the logs or you'll end up with mud on your face, and use a rotary joystick action to clear the



There'll be explosions over the white cliffs of Dover.

Screen from the Amiga version.





Buoy that looks rough!

scramble nets.

Run The Gauntlet was one of those conversions I had expected to fail completely, but I was wrong, it is a very well programmed piece of software. The graphics are clear and precise all the way through and almost totally glitch free. More importantly the computer controlled vehicles are quite intelligent (as well as being immune to the explosions), making the game challenging in the right way.

The sound is not quite up to scratch, a funkier action tune could have been used, but the sound effects are adequate enough.

This is a solid game which can only be gently praised, though I must warn tape owners that I reviewed the disk version and it did have a multiload which was spread over both sides. But if you feel you can put up with another multiloader you could do a lot worse than look here. After all it's a lot safer than being blown up doing the real thing.

Mark Patterson

SOUND	**75%**
GRAPHICS	**83%**
LASTABILITY	**84%**
PLAYABILITY	**82%**

AMIGA

As well as the sampled Martin Shaw speech at the start of the game, there are lots of nice distinguished pictures opening each event. The graphics for the games are substantially better, larger and more colourful.

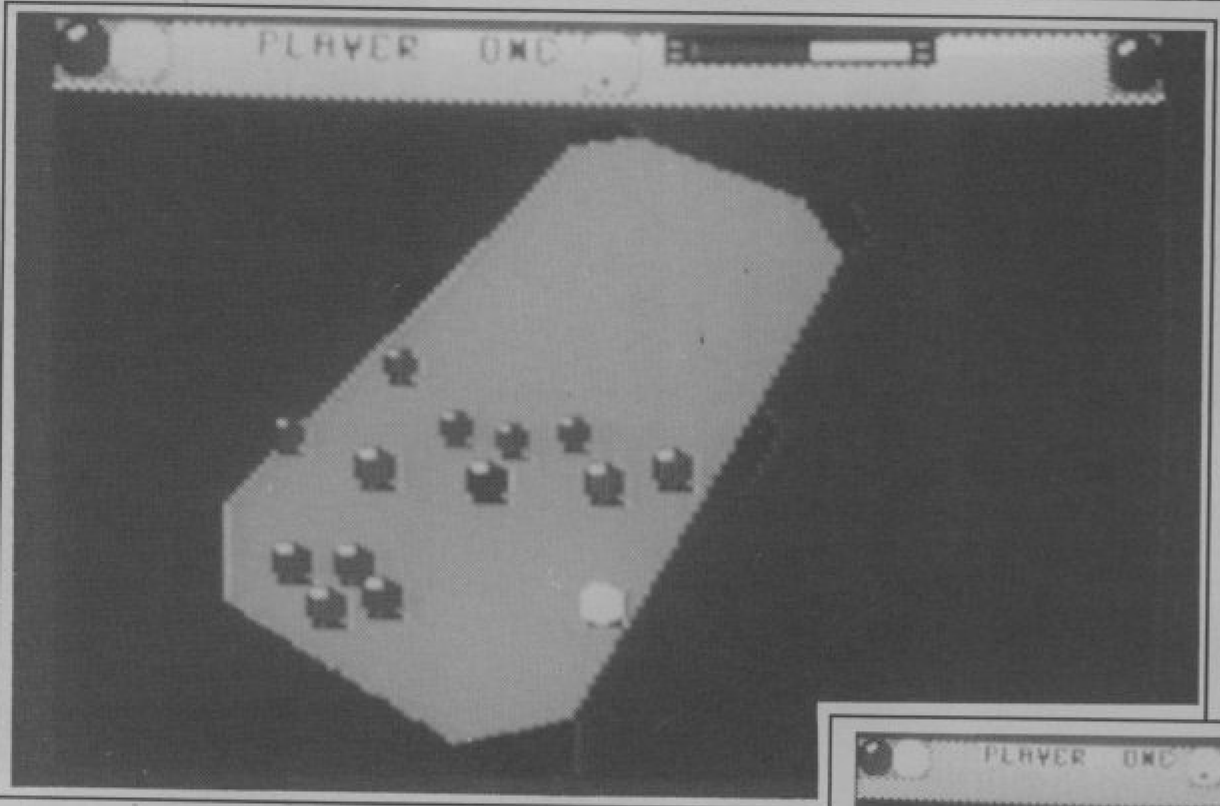
The game tunes are quite racey and fit the mood of the on-screen action.

RTG comes on two disks, one containing the intro and the track racing games, like buggies and quads, the other disk storing all the water and assault courses.

The Amiga version doesn't play much differently from the 64, but there's still enough to make it a very playable, if unspectacular, 16 bit game.

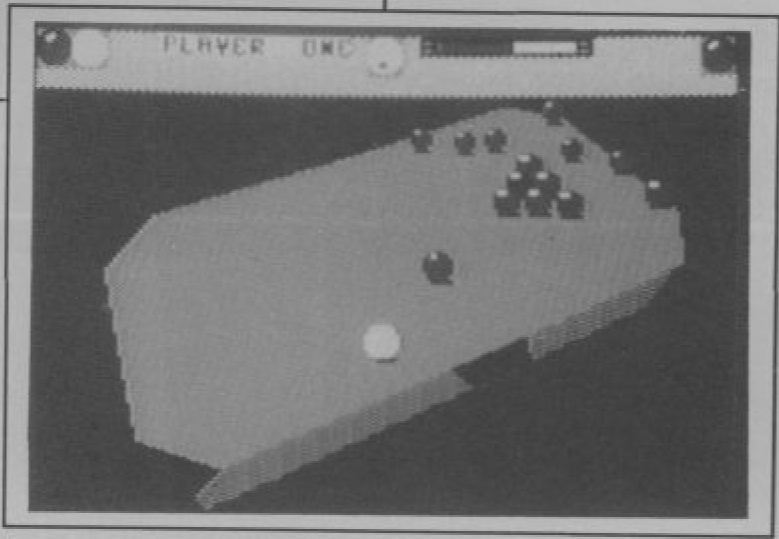
GRAPHICS	**78%**
SOUND	**79%**
PLAYABILITY	**81%**
LASTABILITY	**80%**
OVERALL	**79%**

82%



A hustle here and a hustle there. . .

For those of you reading in black and white Tony is on reds.



3D POOL

It's finally here! The one we've all been waiting for. Well, the one some of us have been waiting for. Well, the one I've sort of kept an eye out for.

The best way I can describe *3D Pool* is as a cross between *Steve Davis Snooker* and *Carrier Command*. What you are in fact presented with is a solid pool table, complete with solid balls, all drawn with filled vectors. What this leaves you with is a table viewable from almost any angle.

When you take a shot, the ball travels in the way the view it's facing (directly forward into the screen). Strength is set by holding down fire and pushing up or down to set the level indicator. The amount of spin on the ball is set, yet again, by holding down fire and moving left and right. Topspin is set by the angle of elevation of the view across the table. The higher the viewpoint, the sharper the backspin.

My only problem with the table is that it's small whereas the balls are quite large. The pockets are a little on the big side too, but that's just nitpicking.

Just to add a little spice to what is already shaping up to be a good game, there are a myriad of options at the start of each game. You can choose to play in a tournament, where the winner goes on to play Maltese Joe himself. Or, you can play a two-player game, practice, watch a demo or even try your hand at one of Maltese's 15 trick shots.

The opponents are quite tough, even early on. It took me three matches before I finally beat No-good Nick, who just happens to be the lowest of the low. What Maltese plays like, I'd love to know.

Vectors and the C64 don't normally go together very well, but those oh-so-clever people at Firebird have managed to not only make *3D Pool* fast, they've also made it remarkably playable and realistic. That's three in the eye in the Freescape.

Sound is no more than a 'clack' when balls collide and a 'thunk' when one goes down. They add atmosphere, if nothing else — what else could you want — smoker's cough from the audience?

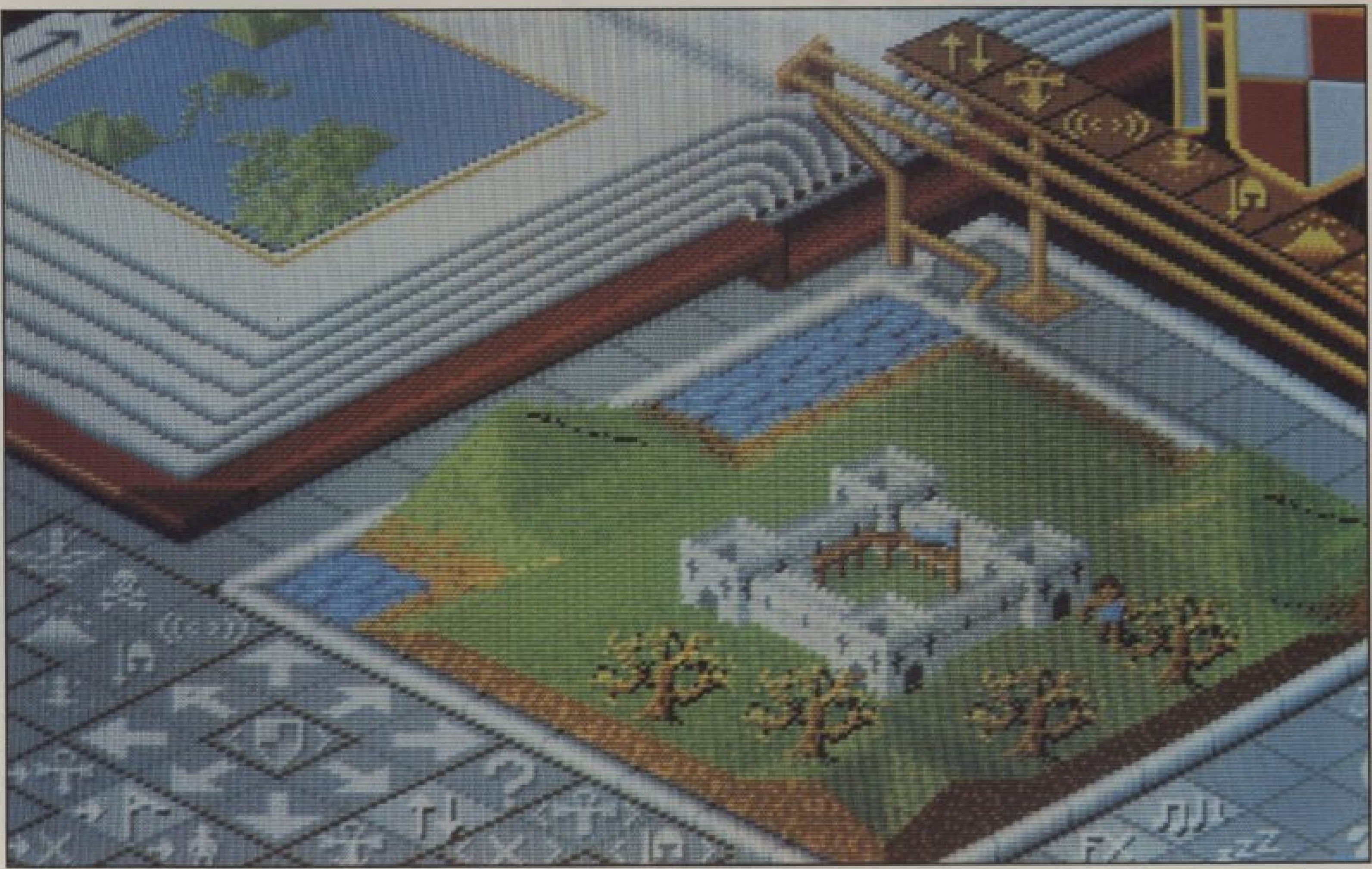
As a pool game, it's better than I expected it was going to be. Like I've said, it's fast, realistic, playable, addictive, fun and it doesn't harm the ozone layer.

Tony Dillon

Firebird
Price:
£9.99 cass
£12.99 disk

GRAPHICS	**83%**
SOUND	**67%**
PLAYABILITY	**80%**
LASTABILITY	**84%**

81%



The green, green grass of home

Well it looks like EA have captured the licence to top all licences, the ol' mighty one himself. In truth the incredibly nice woman who deals with EAs' PA would like us to believe that *Populous* depicts the age old struggle between Good and Evil, but any game in which you can cause floods, earthquakes, and even the odd Armageddon reaks of divinity to me. Pass the tablets, as Moses once said.

When the world first comes into existence your total population and 'his' (him being your opponent — good or evil) total about four walkers (people who basically wander around following your commands). They can be told to settle in which case they mill off on their own doing their own little things until they find a nice piece of land and set up shop. The size and 'technology' level of the building they create varies in accordance with the landscape surrounding it. They range from a tent harbouring primitives with clubs up to huge castles with a population armed with swords and bows. If the land around the building is flat it can be cultivated allowing the population to expand the buildings. Mountains, ditches, water and rocks all hinder the progress of the community, but being a god it's not too hard to remove them.

Although big buildings afford stronger defenses and a more organised population there's quite a lot of room inside, so they take longer than small buildings to become over-crowded and produce new walkers. You can intervene by placing a hill next to the building, reducing it in size and giving a divine boot to a resident who will then go out into the world.

Your power is increased every time one of the aforementioned walkers is created or every time a building becomes larger. With your increased power (the proper term being Manna) you can raise or lower land or place a 'Papal Magnet' (*shome mishtake here surely — Ed*). A Papal Magnet is the symbol of the people's faith. Your symbol is an Ankh, his is a skull. Your people can be summoned at any time to go to the Magnet where they will join up and become stronger. If you don't already have a leader the first person touching the magnet will take on the role.

The next power is *Swamp Creation*. By placing a swamp near an enemy settlement you affect their buildings. Anyone treading on the swamp drowns. These can only be eliminated by digging them out or building land over them.

COMMODORE USER SUPERSTAR

Electronic Arts
Price: £24.99

POPUL

Another power lets you cause earthquakes, destroying any buildings and reshaping the land. My very favourite piece of divine intervention is the *Knight.* Selecting this icon turns your leader into a platinum plated crusader who immediately takes off towards an enemy, kills everybody he finds, tramples the crops and burns the building down.

After the knight there is the *Volcano.* Find a piece of well





developed enemy land, hit this icon and all the land in that area is raised by between one and ten levels into a rugged mountain, destroying all enemy buildings. There's *Flood* which makes Noah's look like a paddling pool, and finally *Armegeddon.* Hit this and both papal magnets are placed at the centre of the world. Both populations make their way there and fight to the death. In short the ultimate solution, only to be used in cases of extreme desperation.

Of the many worlds you can choose to settle on there are desert planets, green ones which look like Kent, rock worlds and ice planets. Remarkably, you can play a two player game through a modem or via an Amiga to an ST (as well as Amiga to Amiga). What more could you ask for?

The graphics are not the most amazing ever seen on the Amiga, but somehow I couldn't imagine them in any other format, especially the cute little minions.

The sound is something else — a pounding heartbeat combined with some really weird sampled choral sounds, and as a final perfect touch the Amiga's power light pulsates in perfect time.

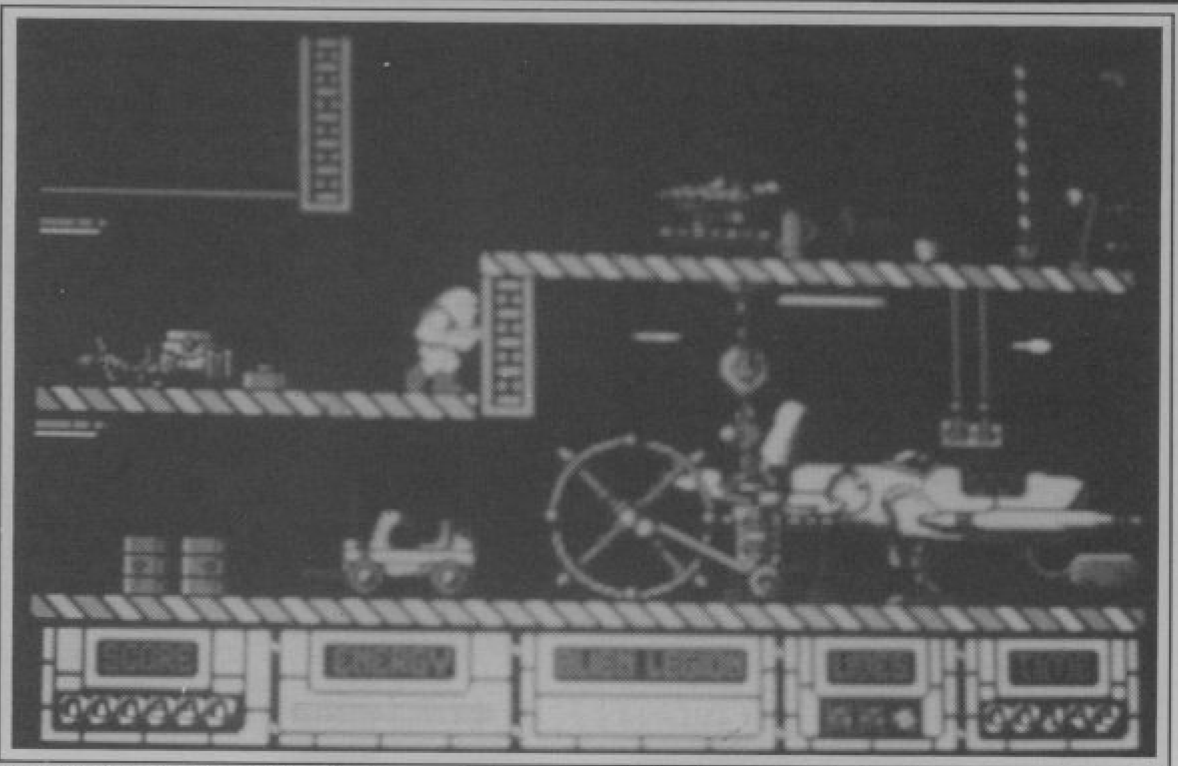
If EA had let me know sooner they were releasing a god simulator they could have just given me a call and I would have officially endorsed it for them. Despite this, *Populous* is the best game I have played yet on the Amiga. It's an outstanding work of imagination. Amazing.

Mark Patterson

LOUS

SOUND	**86%**
GRAPHICS	**82%**
LASTABILITY	**93%**
PLAYABILITY	**95%**

94%



An armoured pennyfarthing.

ALIEN LEGION

Gainstar are proving to be a shrewd publishing company. Not only do they have Discovery's games, they also float around Europe picking up those addictive little games that maybe don't have great sound and graphics, but keep you coming back for more. Games like *Zoom* a CU favourite, come to mind.

Alien Legion, programmed in Germany, is perhaps a little more mainstream — it's a horizontal shoot 'em up, but it's nicely designed and visually appealing enough to retain interest.

You control a space-suited hero trying to rid his world of aliens before leaping in your ship and flying off into the cosmos. The game scrolls horizontally, but you can take it at your own pace.

There are two kinds of danger in Alien Legion, the one comes from the aliens themselves, the other from the holes and water traps that you have to somersault your man over *Impossible Mission* style. When you kill the aliens flasks are released which float upwards. They're either red of green and collecting the latter restores lost energy by taking hits.

The main appeal of Alien Legion is visual for me. No metallic super graphics its true, but there's a sort of cartoon quality to the game with cuteish aliens and other bizarre obstacles like the tulip-like objects which fire at you and disappear back into the ground.

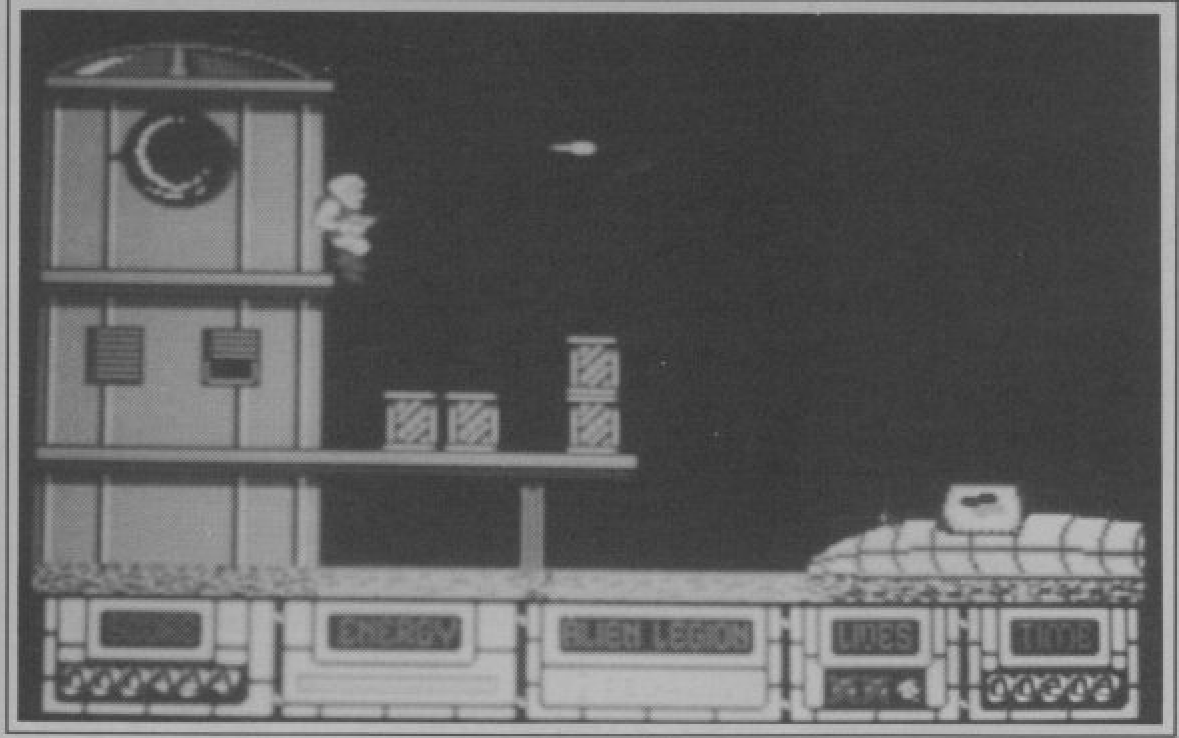
Sound is nothing special it's true, but my main gripe, with the version I was given anyway, was that you had to wait for the game to reload every time you lost all three lives. Nevertheless there's four longish levels here which should test most of you for a while.

Mike Pattenden

SOUND	66%
GRAPHICS	86%
PLAYABILITY	78%
LASTABILITY	77%

77%

The standard sub bit.



Gainstar
Price: £24.99

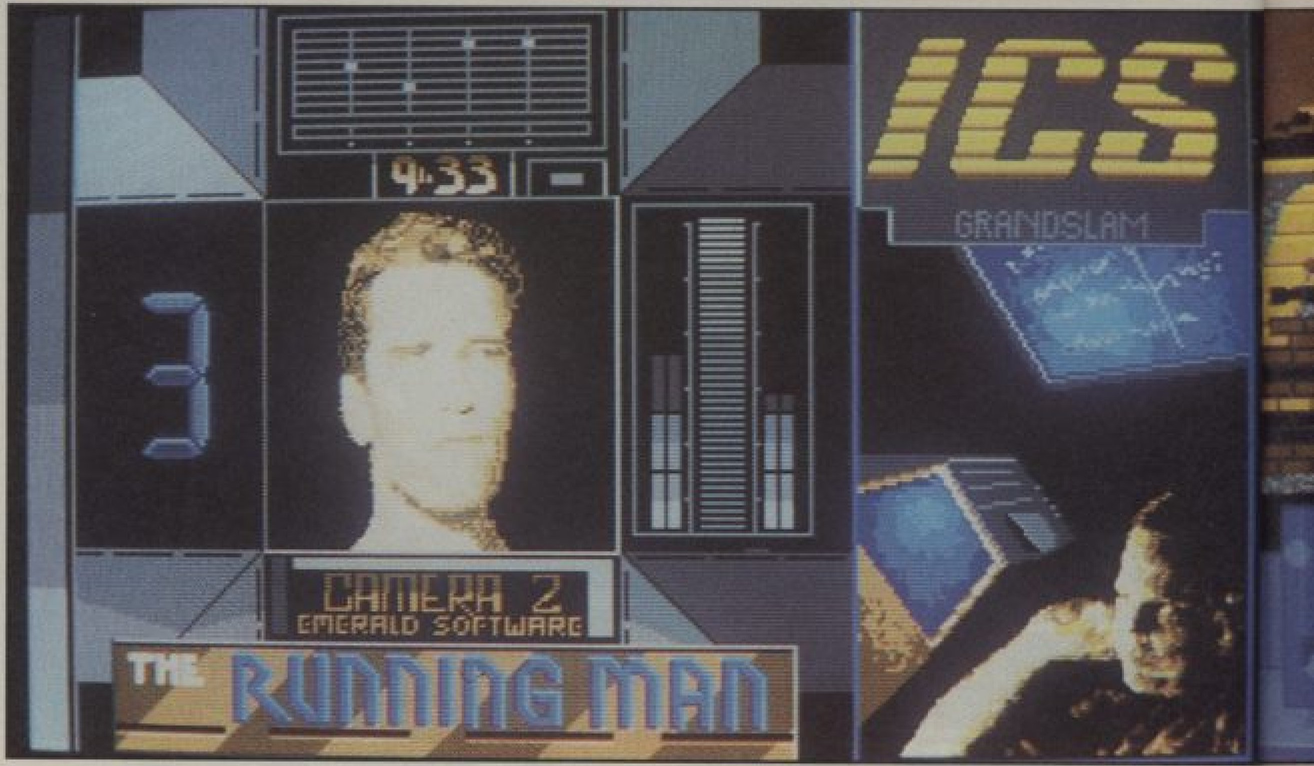
Arnie explodes back onto our screens yet again, this time in the guise of one Mr Ben Richards, selected, against his will, to participate in a futuristic gameshow, where the only way you win is by staying alive.

Running Man, the game, has you in control of our beloved Arnie in his escape bid along five right-to-left scrolling levels.

The intro sequence is probably the most impressive part of the game, and it deserves all the praise it gets. It is nothing short of amazing. It's composed almost entirely from animated digitised scenes from the movie. The producer counts down the start of the show, while random faces flash up on screen. Then come up four short scenes from the movie, closing with the compere, Mr Bald, spinning round, arms wide shouting 'It's showtime!'. Then if that isn't enough, you then get to see Arnie catapulted down a tunnel in that bullet-shaped box, just after muttering 'I'll be back'. This all takes up one of the two discs you get in the packaging.

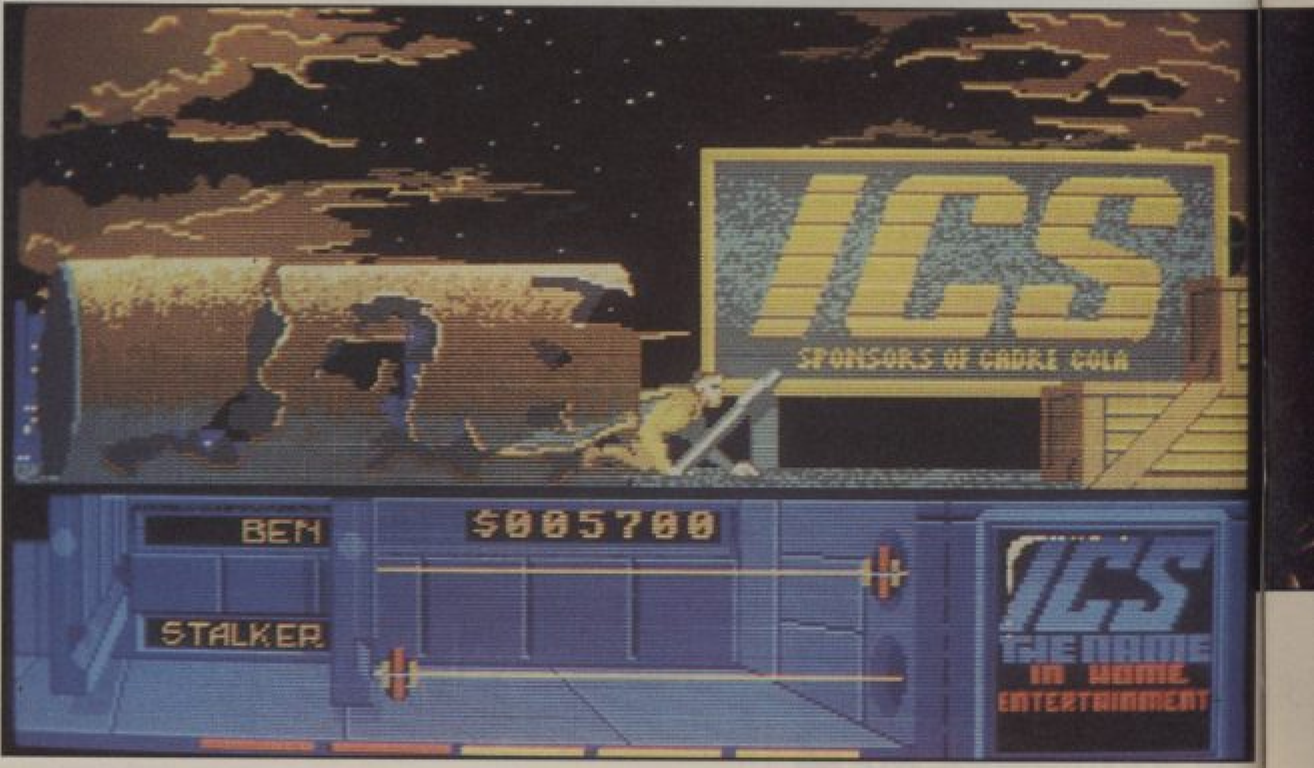
The game has you, as Ben who has to run, walk, jump, crawl, punch and kick his way to freedom. He has to run to get from one end of the screen to the other; he has to walk when he's fed up with running; he has to jump to get over obstacles that line the levels, like walls and fallen lighting equipment and such, and he has to crawl to go under other obstacles, like pipes or to pick up makeshift weapons, like bricks or sticks.

The punching and kicking comes in when Ben encounters something unpleasant. There are two types of 'something' in the game. The first are the Alsations that are trained to go for you. Should they succeed in lunging for you, you lose energy. To get it back, you have to kick the dogs (*do the RSPCA know about this? Ed*). The other kind of opponent you meet on each level are the stalkers. There's one on each level, and boy, do they get tough.



Arnie! Come on dowwnnn!!!

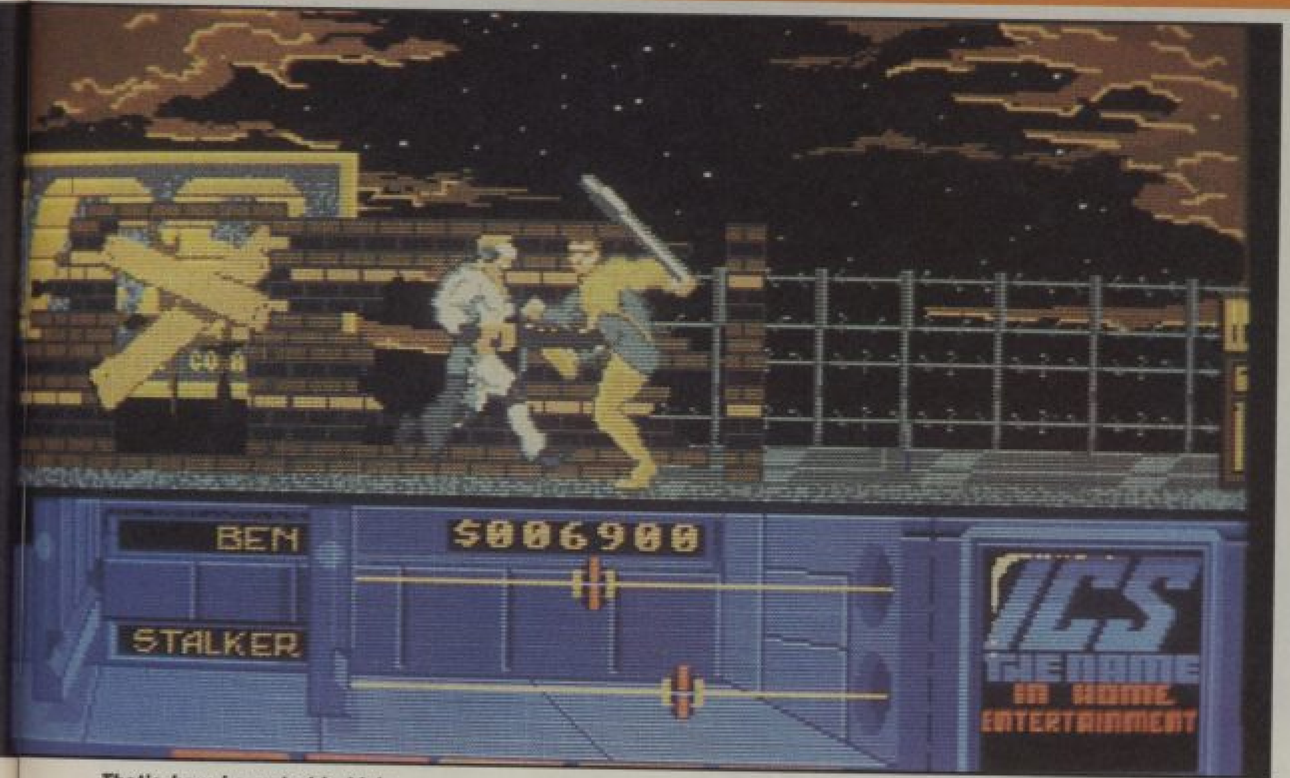
RUNNING



Live in peace with your pipe.

Grandslam
Price: £24.95

AMIGA Screen Scene



That's how he gets his kicks.

MAN

The first savages you with explosive hockey pucks, the second packs a chainsaw, the third is a mean dude by the name of Electro, who fires energy bolts at you. Lord knows what or who comes next.

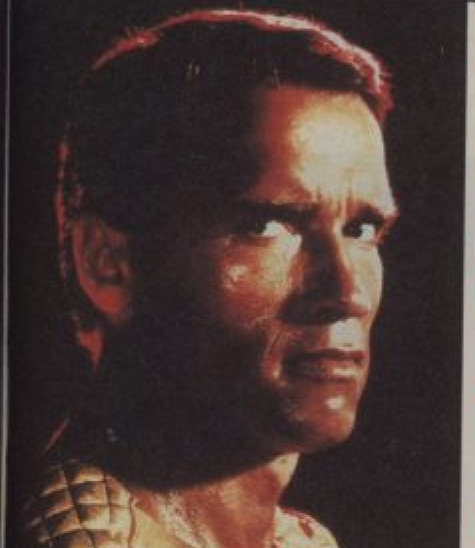
Should you manage to destroy The Stalker, you are allowed access to the next level, provided you manage to get the 'uplink' code. The uplink code is collected by completing a small puzzle sub game. Two circles of eight icons are displayed, and one of them is systematically jumbled up. You have to, by swapping pairs in one of the circles, make them match, and all within a minute. Sometimes you'll find it really easy, other times, you just won't be able to do it in time. It's all down to luck.

The graphics are pretty fab. The sprites are large and well defined, and the animation is pretty good too. The scrolling contains quite a few levels of parallax, most of which aren't immediately visible. As you go through the game, odd items like lighting rigs will appear in a previously unused line of parallax and scroll past, giving a new feeling of depth to the game.

The sound is quite nice, consisting of a jolly tune and a few in-game effects, such as the dogs growling, or yelping in pain when you kick them. I was a bit disappointed about the fact that you don't get any extra effects when you turn the tune off, which then more or less leaves you in silence.

RM is fun for a while. But behind all the glitz is still a run of the mill beat em' up.

Tony Dillon



A package of prizes as big as one of Arnie's pecs lies in await for our lucky readers.

Grandslam have put together ten sets of memorabilia from Mr Muscles latest excursion — and this includes the *Running Man* game (please let us know which format you require), a Running Man T-shirt, a cassette of the official film-soundtrack, plus a box of pop corn(!!) which has been cunningly disquised to look like the video of the film.

All you have to do is answer this amazingly easy question. Grandslam's next release will be *Thunderbirds*, so what is the name of Lady Penelope's chauffeur?

Answers on the butt of an Armalyte to: Arnie Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

WIN! 10 SETS OF SCHWARZENEGGER SOUVENIRS!



Get down Shep! Arnie wanders into the Blue Peter studio.

SOUND	68%
GRAPHICS	83%
LASTABILITY	70%
PLAYABILITY	75%

79%



Straight to the heart of the adventure.

BLASTER

Updates of coin-ops are nothing new, the only real surprise is that Atari took so long to give *Asteroids* a new coat of paint after the success of *Arkanoid*.

Released last year, *Blasteroids* offered the player a chunky, dedicated cabinet, planet backgrounds, a choice of ships to control rather than a floating Dairylea segment, enemy ships and an end of level guardian.

It diverted arcadesters briefly before heading off to that great PCB board in the sky where all the other old coin-ops go. A game these days has to be pretty good to last more than six months.

That the game wasn't a phenomenal success shouldn't matter. It didn't hurt *Combat School* any. What really matters is the quality of the conversion, and this is where French development

Try flying through an asteroid-infested sector.



Imageworks
Price: £24.99



ROIDS

house Teque have delivered. *Blasteroids* plays remarkably like its arcade counterpart.

The idea, simply, is to pilot your craft through the many sectors and galaxies, ridding space of clusters of asteroids and enemy ships, until you come into confrontation with Mukor, a big, snotty, blob who runs the show.

To this end you fly a ship which transforms into three kinds of craft: a nippy GTi type, a medium size fighter with heavy firepower, and a chunky cruiser with weighty armour. How to use them depends on your circumstances — an asteroid infested sector with many enemy ships might mean you need the armour, but the necessity later to grab a crystal might make you transform the ship to its speedier guise.

Make sure you top up your energy. Run out and your ship explodes. Energy is obtained by splintering down the red asteroids into useful crystals.

Other attributes can also be collected by destroying the enemy. There's shields, blasters (which give you double shots), ripstar (this makes your ship spin furiously and spit out huge amounts of shots), extra fuel capacity, a cloaking device, and a crystal magnet to draw crystals to you. What more do you need?

Visually *Blasteroids* is nearly identical to the arcade machine, and that's as it should be, the game set no great standards here, but it's the gameplay Teque have most successfully managed to encapsulate.

There are some minus points. The way you transform the ship by pulling back makes it all too easy to do by mistake, and this can be pretty irritating. Sound too, whilst sampling its arcade parent, omits Mukor's contemptuous 'Human slime is weak!' remark at the end of level. That made the coin-op for me.

Otherwise no complaints. *Asteroids* never really did a great deal for me, and *Blasteroids* only did a little to change that. Devotees of the machine won't feel so detached.

Mike Pattenden

Take your pick of fighter craft.



SOUND	79%
GRAPHICS	82%
LASTABILITY	81%
PLAYABILITY	87%

82%

CYBERNOID II

IT was a fair while ago when Nick Kelly was raving on about how complex the 64 version of this game was, and now I'm pleased to say that Hewson must have paid attention because they've removed some of the difficulties from the Amiga version.

The plot is almost identical to its predecessor in that the pirates you so successfully vanquished (or not so as the case may be) have returned with a bigger, badder fleet, and once more plunder the Federations reserves. So again, the awesome Cybernoid has been called upon in order to bring justice — and quite a bit of death — to the pirates.

Your craft is armed with the standard lasers, bombs, mines, bounce bombs and shields. The Amiga version brings a couple of very welcome additions to the armoury in the form of smart bombs, which destroy all minor ships and some of the bigger ones, and a thing called a tracker. Launch one of these baby's and it'll wizz round the borders of the screen taking out every thing it touches, which is pretty useful.



So this is what they put in Bernard Matthews 'bootiful' turkey slices.

The nasties are essentially the same as in *Cybernoid*, only they've been redesigned and look far prettier. There are well-mounted creatures, which are fresh out of the film "Aliens" and produce a good effect whenever they pummel you. The hardest nasties I found were the stalactites which drip water on you, and this is fatal to a Cybernoid you'd better watch out.

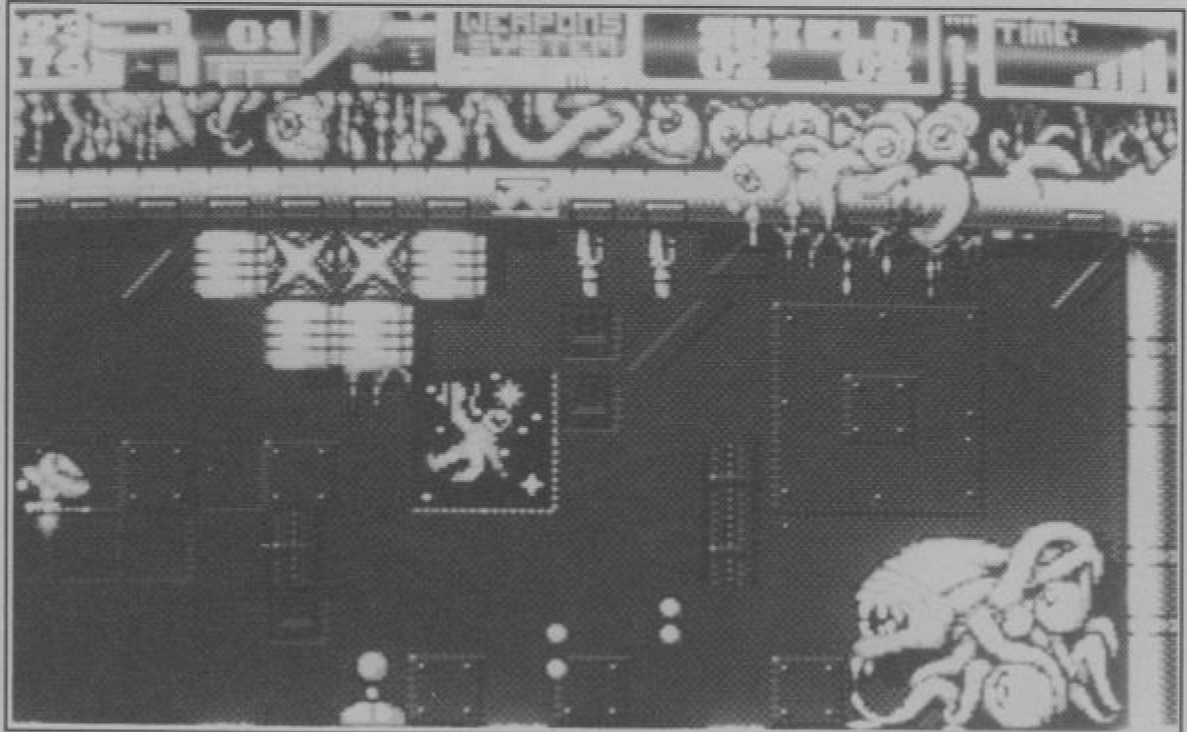
All the background scenery has been redesigned too. Now you have eyes which track your movements, tentacles, skulls with glowing eyes, and a lot more creepy crawly bits.

On the bright side of things, it's as difficult to play as the original *Cybernoid*, which means it is really good fun.

The graphics are outstanding, and must take up a hell of a lot of space on a one disk game. The sound consists of a really mega tune, as well as a few effects, and matches the game beat for beat. And the famous over-the-top explosions are still there too. Hit something big and whammy! Green beans all over the screen. . . .

As a sequel, *Cybernoid II* is outstanding. It's a well recommended purchase, and a game which has kept the office away from it's work!

Mark Patterson



Watch out for those slimers!!

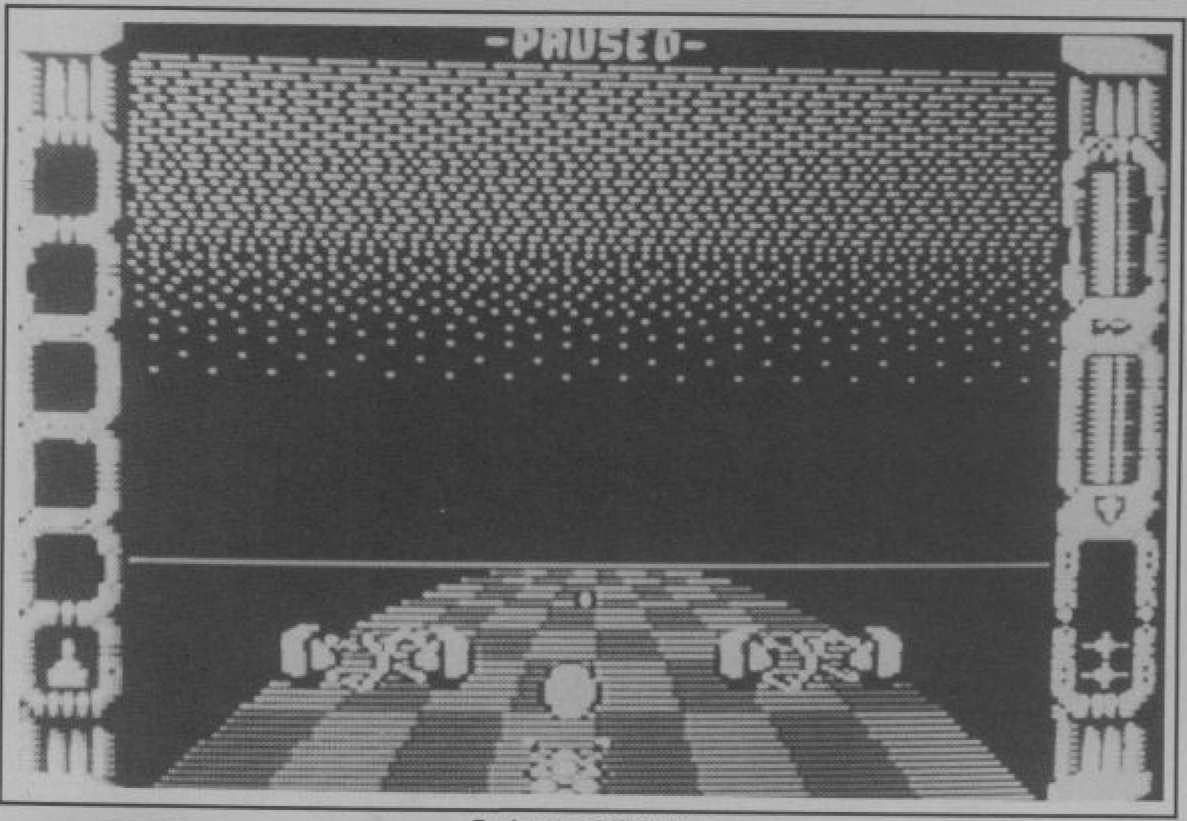
Hewson
Price: £19.99

SOUND	84%
GRAPHICS	89%
PLAYABILITY	87%
LASTABILITY	88%

84%



2 GREAT BLAST 'EM UP'S
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Gainstar
LAYOUT BY EMAP B+C



Rush around like crazy.

ELIMINATOR

Technically, *Eliminator* wasn't bad in its 16 bit format. It had some lovely colour graduation, super smooth scrolling, dozens of levels and a multi-weapons system. Thing is, it wasn't much of a game. Following along a scrolling, twisty, turny landscape might be clever, but it soon wears thin after a while.

Technically, the 64 version is an absolutely blinding conversion. It has all the same features as the Amiga version, with on only really noticable difference being that it's a little slower.

For those who don't already know the game, in *Eliminator* you have to rush from A to B, A being the start of level one and B being the end of the last level, shooting as many bad guys and running around as many obstacles as you can find.

The road turns left and right, as well as rising and falling at certain points. Also, along the way you go through tunnels that spring out of nowhere. The funny thing is, these make absolutely no difference to your trajectory or speed. It almost makes you wonder why they put them in. One conclusion could be because they look nice.

Another conclusion could be because it makes the game that little more difficult. The way the road is turning affects your range of sight, so there can be times when you can't see the thirty-strong wave of aliens that's racing around the corner or over the hill.

So what sort of things are there on the track? Well, first, of course, there are the aliens. These come on in circling waves and have to be blown away. Then there are pillars and walls that have to be driven round, or jumped over, should you find a ramp. And then there are little electric gates, that have to be shot out.

You can also find little upgrade capsules, in the shape of pyramids. These can either give you access to a better weapon (two or three-way fire, homing missiles etc) or refills for your shield and gun.

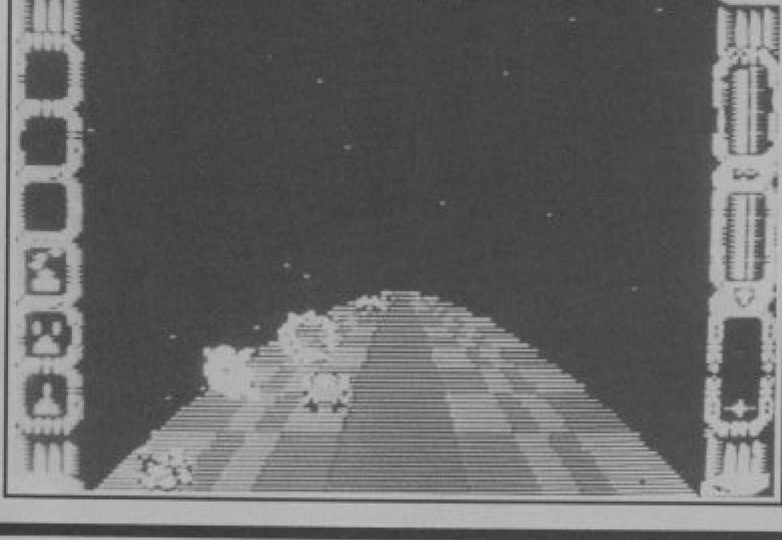
The graphics have been very well converted across from the Amiga, almost impressively so, but as the Amiga version was just a little bland, that's not really saying much.

A groovy little toon plays throughout, from none other than the Maniacs of Noise. Sound effects crop up here and there, but they are a bit sparse.

Eliminator is a fine conversion, and one that Hewson can be proud of. The only problem is that the original game wasn't all that hot. Still, quite a good effort.

Tony Dillon

Find those neat, little upgrade capsules.

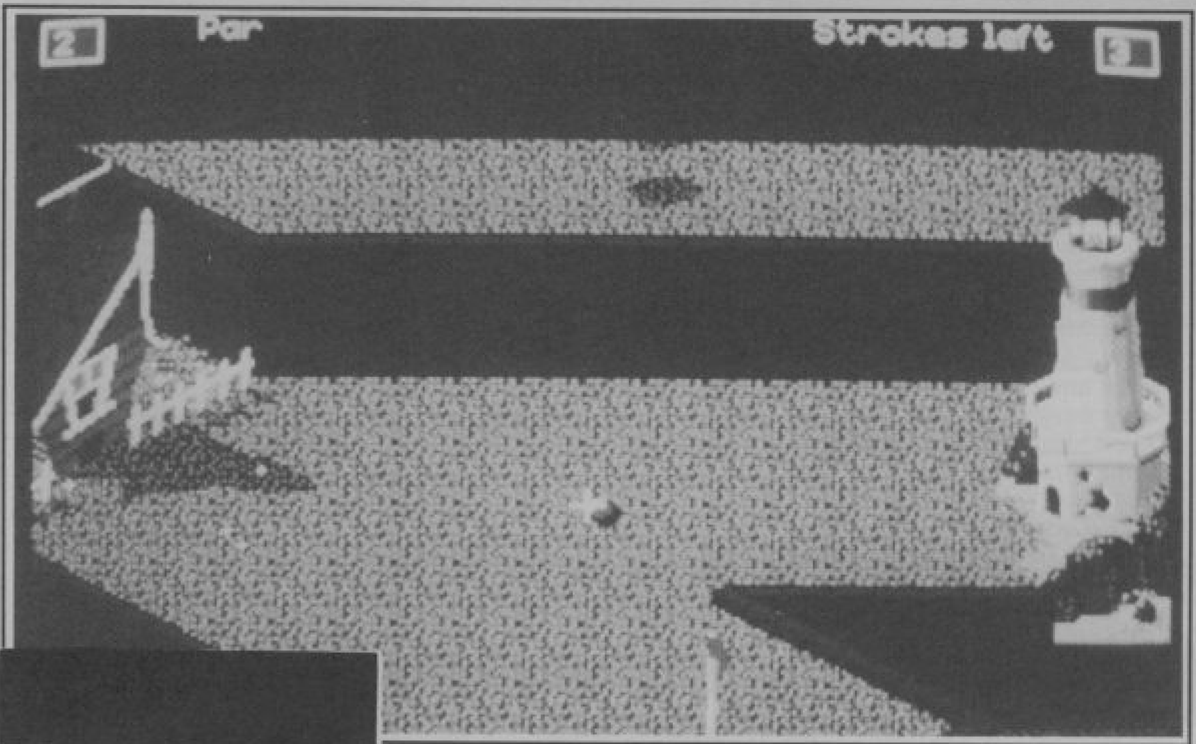


Hewson
Price:
£9.99 cass
£14.99 disk

GRAPHICS	78%
SOUND	77%
PLAYABILITY	75%
LASTABILITY	73%

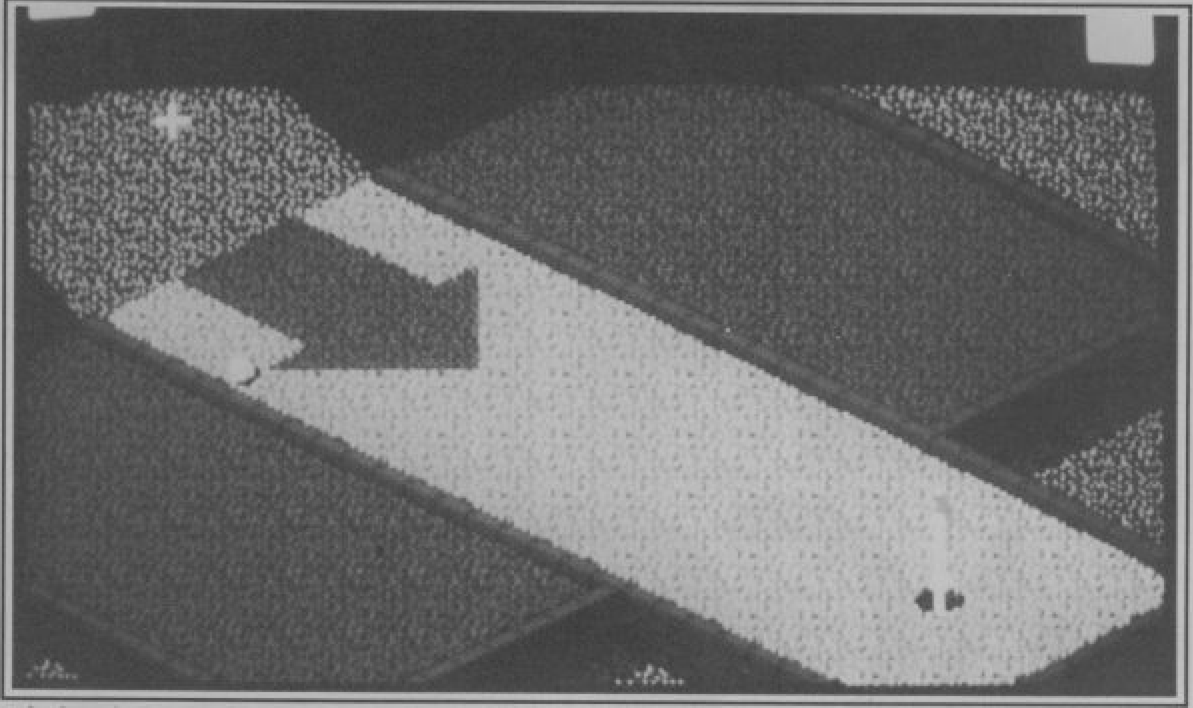
74


BEWARE - ON THE RIP ROARING STREETS OF..
CHICAGO 30's
TM
Chicago – city of gangsters and guns – where lone detective Eliot mounts his crusade against the lawless mob. From the dingy docks through the murky outskirts and into the sleazy city itself, then finally the illegal booze warehouse, Eliot sticks to a trail terrorised by mob hitmen – popping out of the sewers, hidden in the buildings or careering along in black Bugattis.
ARMED WITH MACHINE GUN, CACHE OF GRENADES AND CUSTOMISED CHEVROLET, NOW REALLY IS THE CHANCE TO PUT YOUR BULLETS WHERE YOUR MOUTH IS .... OR YOUR MOUTH MAY REST FOR EVER.
YOU'RE TOP OF THE HIT LIST!!!
5TH AV
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Manufactured under licence by U.S. Gold Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.
Screenshots from Amstrad version
CBM 64/128 £9.99t £14.99d
Spectrum 48/128K £8.99t
Spectrum +3 £12.99d
Amstrad £9.99t £14.99d
Atari ST £19.99d



Just like the golf on the seaside prom.

ZANY GOLF



spinning nicely onto the green.

I don't think that I've ever seen anything quite as silly as *Zany Golf* (except perhaps a Brosette). The latest release for the Amiga from Electronic Arts is a crazy golf simulator with a difference — it's playable.

The introduction screen is an impressive 3D scrolling picture of a nasty looking course, this is backed by a jaunty piece of music and, from this screen, you can choose the number of players, between one and four.

Each hole is 3D and features normal, everyday obstacles to negotiate, like bouncing hamburger, giant ketchup bottles and magic carpets. The mouse is used to control your putter and also to scroll the screen about. Many holes feature special puzzles that must be worked out before progress can be made. Hints on how to do so can be found on the preview screen.

The graphics are excellent all the way through, shading and perspective are used to a standard that I haven't seen since *Marble Madness*. Each hole has a different piece of music which partly makes up for the lack of spot effects.

With many other golf games you simply putt around the whole course trying to better your previous best — not so with *Zany Golf*. You start with three spare shots and each time you play a stroke you lose one of them. Should you get to the next hole the par for it is added onto your spare shots counter. It is also possible to gain extra shots by squashing fairies with the ball or completing a hole quickly on a bonus timer level. This system means that you're going to need a lot of practice to see all the holes, which makes the game all the more playable. Overall, it's rough.

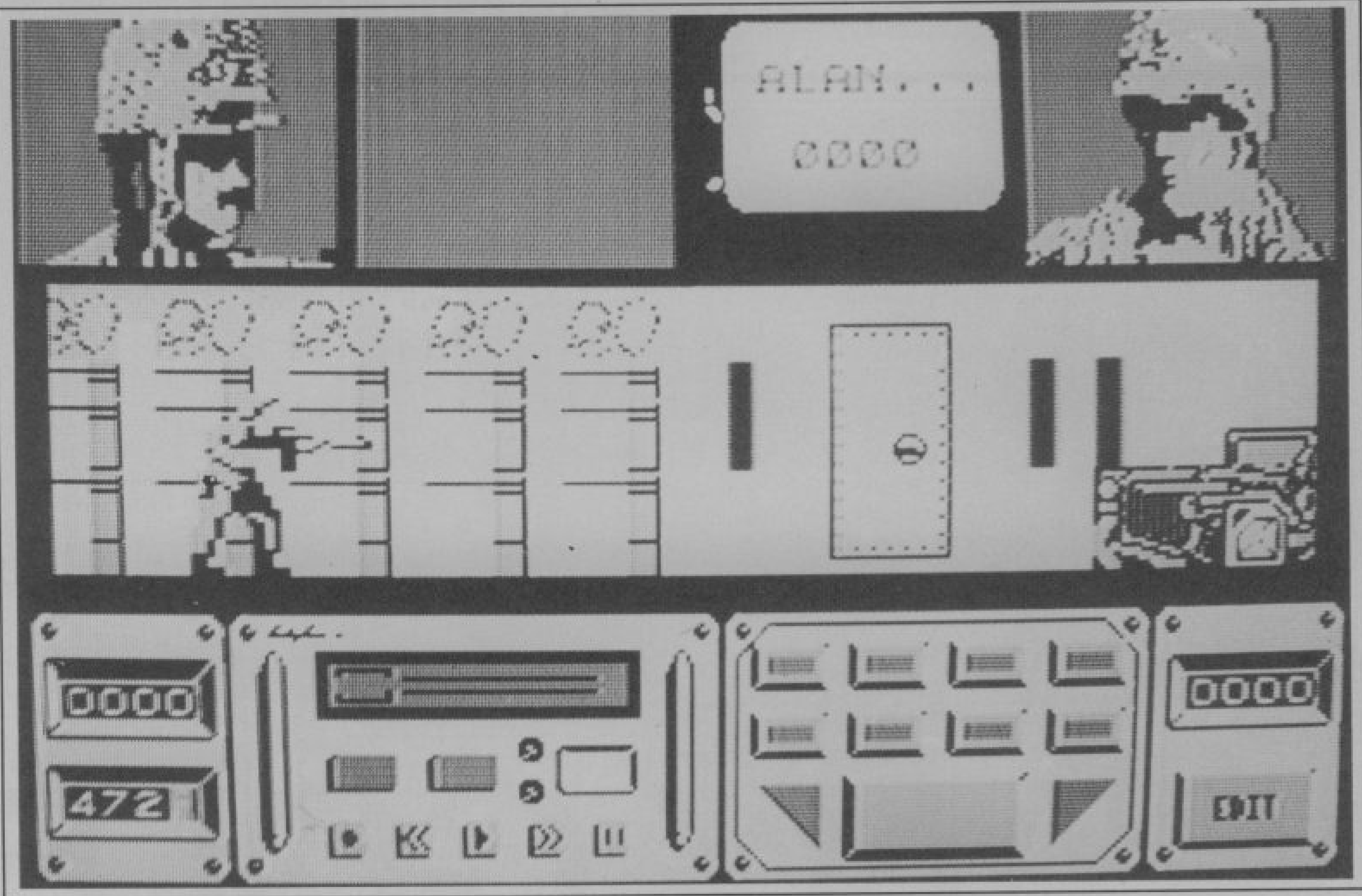
Zany Golf is an outstanding piece of software. Graphics, sound and presentation are all excellent. You'll never want to play another game of clock, golf on a miserable day of the seaside again.

Mark Mainwood

Electronic Arts
Price: £24.95

SOUND	**85%**
GRAPHICS	**90%**
LASTABILITY	**69%**
PLAYABILITY	**82%**

80%



The game soldiers on and on . . .

ACTION SERVICE

Cascade
Price:
£9.99 cass
£14.99 disk

ACE 2088

Going back a few years, Cascade slipped out an excellent flight sim called *Ace* which was met with good reviews and healthy sales to complement them. It was followed, much later, by *Ace 2* which wasn't as good but did have a two player option. Now, 99 years before its release date there's *Ace 2088*.

The packaging rates in my top ten least informative of all time, so incorporating my PBE system (Playing By Ear) I took off in search of some gameplay. It didn't take me long to find out I had 118 planets to free, using three ships with limited weapons supply. In true learner pilot way I bumbled off into space forgetting to pack such essentials like *Fire and Forget* missiles or *Anti-matter Torpedoes.* Pointing my Ziegler III fighter at the blue disc I presumed to be a planet I hit the throttle button and pushed the engine to maximum. What came as a complete surprise to me was the way the planet spun off the screen, a quick dive for the instruction pamphlet and I found out that by pressing 'N' I'd be lined up. Great Stuff. Correcting my course I ploughed headlong into a wave of enemy space craft who broke formation in a very neat way. After that I didn't really see anything else which created an impression.

Finally I made it to a planet, to find a boring blue semicircle taking up most of the display (refer to boring picture with caption elsewhere on this page). No scrolling, nothing. I switched on the targetting gear and started searching for the bases. They are small and insignificant, so I skated over them several times before I found them.

Eventually I managed to plant a bomb in its' vitals. No effects here, just a little mes-

Cobrasoft
Price: £9.99 cass £14.99 disk

Somewhere in Europe is a top secret training camp where the cream of the crop from the Action Services must spend a day in order to prepare for missions with the famous (?) Cobra Command.

Your training is divided into three sections — *Physical*, *Risk* and *Combat*. In the physical section you must prove your agility by jumping and dodging various obstacles. The risk section allows you to show off your prowess in handling explosives and, finally, the combat test is where you get to train on human opponents.

The three levels share several things in common — they are all very long, they all look extremely alike and they are all completely boring. Scrolling is pixel perfect but very slow, making the levels seem even longer and even more boring. Any obstacles in the foreground must either be jumped over or crawled through. After a couple of goes this proves to be no problem, the only hassle then is staying awake long enough to get to the end. On later levels you have grenades and humans thrown in for good measure, these provide a welcome break from the monotony of normal gameplay. Also included in the game is a construction kit for you to design your own long, boring levels. The best designs sent to Cobrasoft will be used in *Action Service 2.* There's going to be another one?

Action Service makes use of a fairly awkward control system. Although some functions are executed with a single move from the joystick, many others take two or three moves to get the required effect. More extensive use of the fire button may have improved matters.

Right, that's enough of the praise, onto the nitty gritty. The graphics are very limited, especially on the backdrops, adding to the repetitive feel of the game. The only place where graphics of any note make an appearance is on the video-wall type title screen. The sprite (there's only one) for your character is poorly defined but recognisable as a soldier, Animation for the different actions is quite smooth but nothing awe inspiring.

Sound is pathetic, nothing more than a few whizzes, and bangs and a looped title tune.

Due to awful presentation, graphics and gameplay you're probably not going to want to play *Action Service* for very long. Perhaps at a budget price it would have been worth a look, but at ten quid I'd give this one a miss.

Mark Mainwood

AMIGA

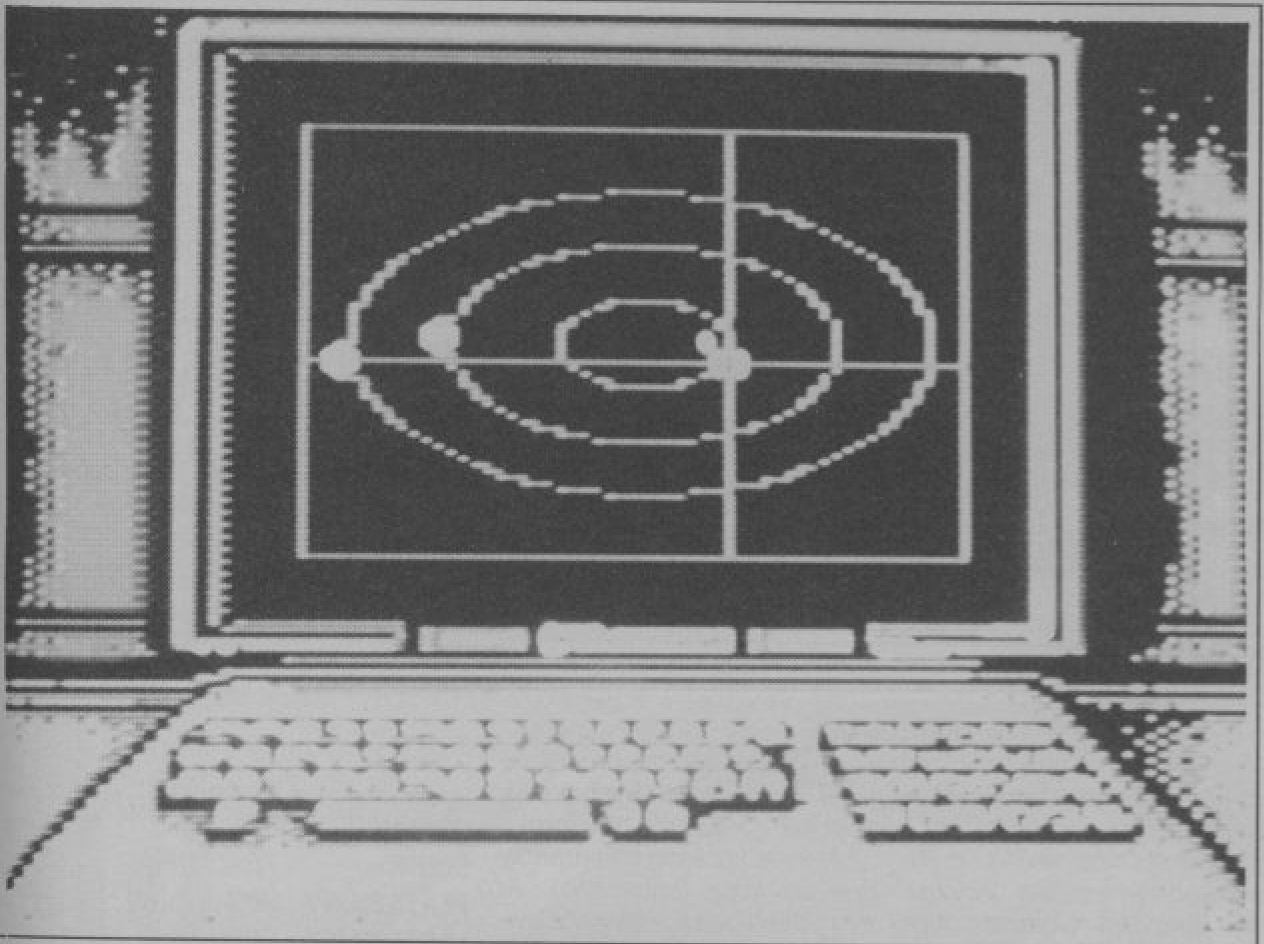
PRICE £19.95

Controlling the figure can all be done via the joystick, but it doesn't make the movement any easier in the 16 bit version. Sound and grpahics are much improved but still weak for the power of the machine. There's a few digitised commands like "Go!" and "Stand Up" but it's all pretty unrewarding stuff. *AS* has been available a few weeks on the Amiga, and if you haven't bought it yet, don't.

GRAPHICS:	60%
SOUND:	63%
PLAYABILITY:	51%
LASTABILITY:	52%
OVERALL:	52%

GRAPHICS:	45%
SOUND:	32%
PLAYABILITY:	34%
LASTABILITY:	39%

37%



Even BBC Sci fi serials have more expensive-looking spacecrafts than this.

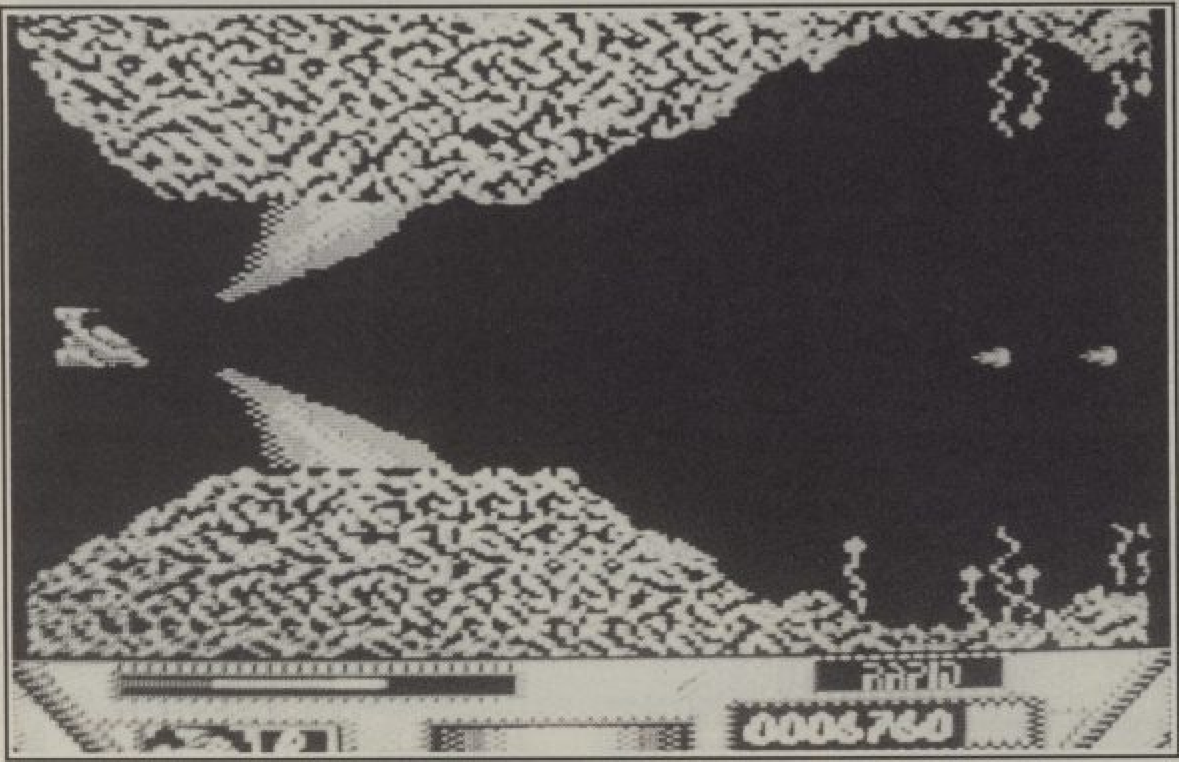
sage telling you whether you hit it. Then it is time to return to base for a refit. If you relish the prospect of doing this a hundred and seventeen more times you're either as peverse as our ad manager or you just might like this game. I just could not be bothered with all the hassle.

This may sound a little harsh but that's what I'm paid for — constructive (and destructive) criticism. On these grounds I criticise the graphics for being poorly designed and having very little variation; the sound because there's hardly any; and the playability because there is none. Sorry Cascade but it looks like it's back to the drawing board again.

Mark Patterson

SOUND	32%
GRAPHICS	45%
LASTABILITY	30%
PLAYABILITY	27%

31%

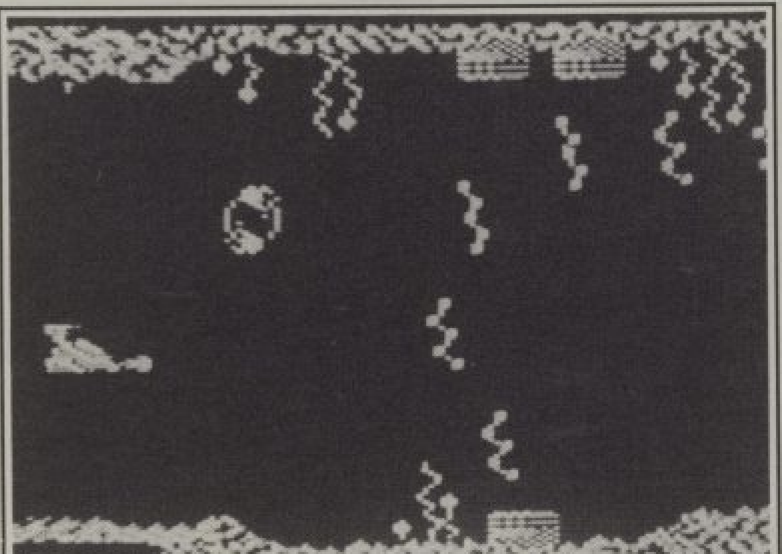


Attack of the killer tummy.

DNA WARRIOR

A genetic experiment has gone wrong and as a result the world's leading scientist is in a coma. His only chance is if a microsubmersible can be shrunk small enough to get to his brain and reverse the process.

It is up to you to fight your way from the abdomen to the brain, negotiating natural and bionic body parts on the way. There are a variety of cells to hinder your progress, shooting a whole wave of these will reward you with a plasma sphere which can be used to save up for extra weapons. On you way to the brain you must pick up eight parts of the growth inhibitor required to save the professor's life.



It must have been something he ate.

It all sounds like a cross between *'Incredible Voyage'* and umpteen *Nemesis* type games and it plays pretty much that way too. As the game starts you find yourself piloting the microsubmersible (looking remarkably like a spaceship) around the prof's abdomen (looking remarkably like an alien landscape). At this point you move very slowly and your firepower is limited to a single shot laser. Find some aliens — sorry, mutant cells — to destroy and collect the plasma pod to speed up a bit. From there on it's basically the same as *Nemesis* or *Salamander.*

Each level scrolls horizontally and before you reach the end of some you must collect a key and a piece of growth inhibitor.

The graphics are nothing special but they certainly aren't bad. Most of the foes you meet look very similar but then I suppose mutant cells aren't very big anyway. Small amounts of animation are present for rotation and turning effects.

A lot of effort has obviously been put into the sound, there are some nice spot effects and a few really good pieces of music.

Gameplay is slow. When you start a new life you move at about the same speed as a spider with six legs missing. You can only speed up once and that only slightly increases the manoeuverability of your ship. Scrolling is very smooth but also very slow, adding to the monotony of some levels. The backgrounds are uniform and interest soon fades due to lack of variety.

If *DNA Warrior* was quite a bit faster and bit more effort had been made to put some variety in, then maybe it would have been different. As it stands, it is a good game which lets itself down.

Mark Mainwood

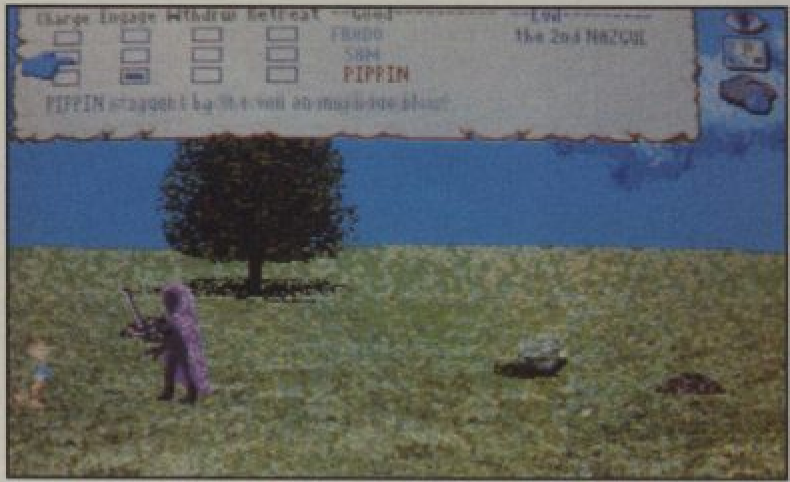
Artronic
Price:
£9.99 cass
£14.95 disk

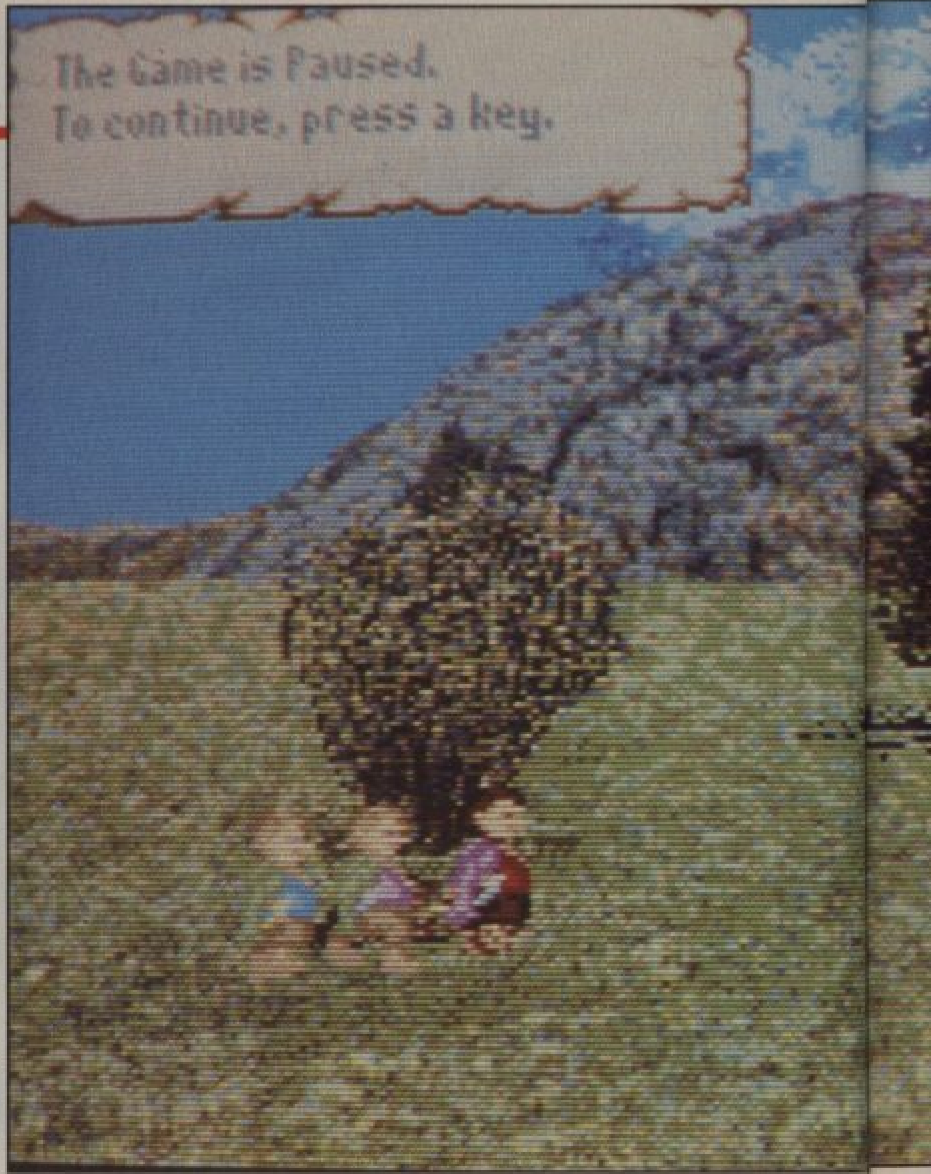
GRAPHICS	**67%**
SOUND	**75%**
PLAYABILITY	**60%**
LASTABILITY	**58%**

61%



The map will let you do battle.





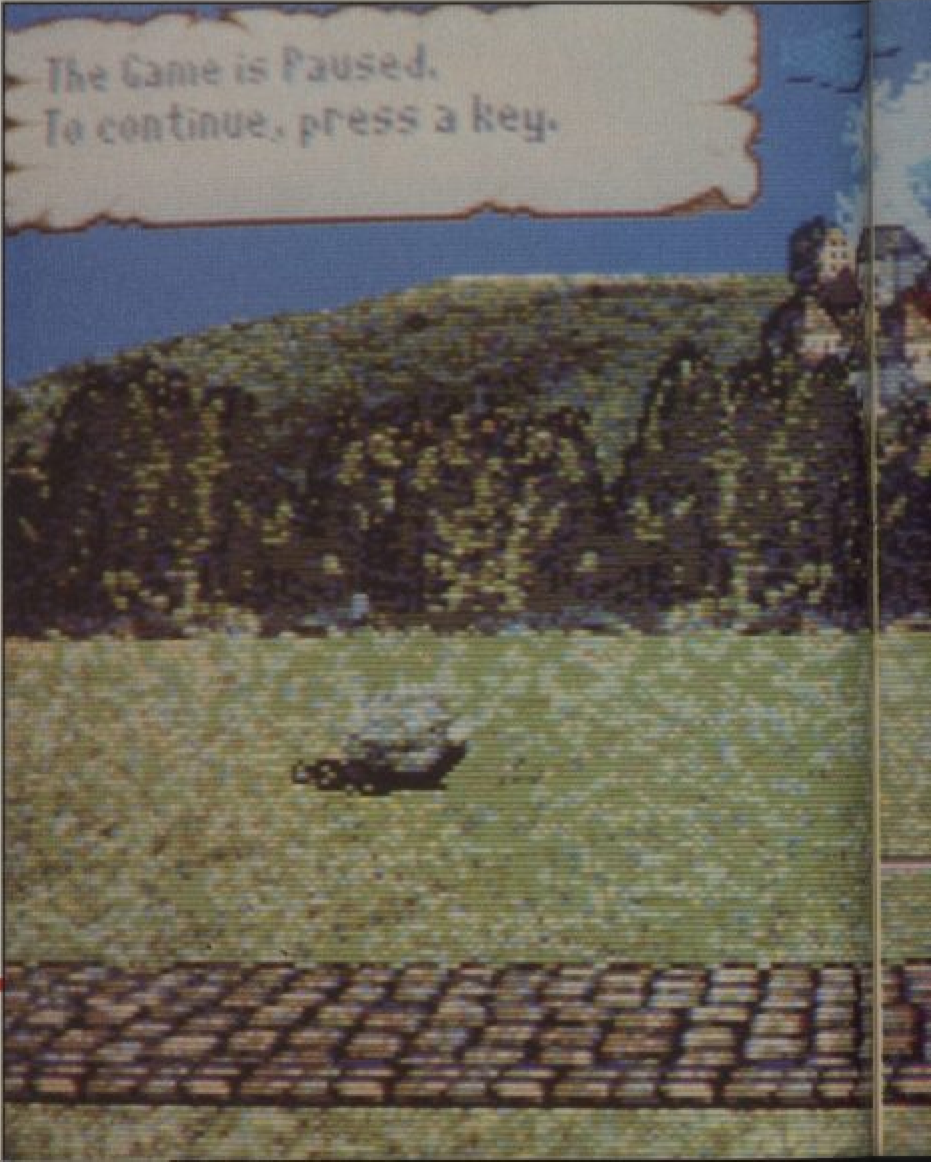
WAR IN MIDDLE EARTH

CU SCREEN STAR

Melbourne House
Price: £19.99

Without a doubt, one of the best books ever to appear was Tolkein's 'Lord Of The Rings' (*Oh, undoubtedly Tone — Ed*), a massive four book (including 'The Hobbit') epic that spanned the entire story of the acquisition and eventual destruction of the One Ring. I won't go into plot simply because we haven't the space, but in a nutshell, the One Ring was the most powerful of a group of 12 magical rings, forged many years ago, within the fires of hell itself (or home sweet home as I like to call it).

As the fires of hell are pretty hot, the metals were forged in such a way that the only way they can be broken down is through the same hell fire. Eleven of the rings have been discovered and destroyed. Only one remains. The One. (*Shouldn't that be The ne? Ed*). The same one that Bilbo





Go wiz around Middle Earth.

Keep on the road, there's dung on the grass!



Baggins found as an adventurous young hobbit.

The One Ring is special because whoever wears it has complete control over the other eleven rings, pointless as that would seem. It also grants the bearer with the gift of invisibility, if the ring is worn. Now the bad news, the evil forces of Sauroman (an evil wizard) are after the ring.

To get the ring, he has sent out his Black Riders, known as the Nazgul. The Nazgul have an irritating habit of being able to sniff out the ring whenever it's used, and The Nazgul are after you.

In *War In Middle Earth*, you are god, insofar as you are in control of all the 'good' people, including Frodo, Sam and Pippin, the trio of hobbits who are the initial ring bearers. What you have to do is get the ring from the Shire (Frodo's home) and get it to the other end of the map of *Middle Earth* to a place called Mount Doom, an opening to hell itself.

The game is icon controlled and set over three scales. The first is the battle map overview. With this, you too can cry 'How goes the battle?'. This shows you the entire map with all friendly units marked.

The next view is a semi-close up of the map. Ground detail is now visible, as is definition of what units are. A unit can comprise of almost anything, from one singular important character, such as Gandalf, Gollum or Frodo, to small armies of a hundred or so men or dwarves.

The final level of the map is the animation level. It's at this level that you participate in battles. In this mode, you can also watch your units go to wherever they want to go, first hand.

The battles are visually enacted by the characters jumping about swinging weapons. You can leave it for the computer to fight it out, or you can lend your hand to a bit of barbarian swordplay by selecting what you want each character to do, you have the choice to charge, fight, defend or run.

Getting the ring from The Shire to Mount Doom is bloody difficult, despite there being many ways you could do it. You can try and amass one huge army and storm across the land, obliterating anything that comes near you, or you could go silently and try and sneak it in. Either way, it's a challenge.

The graphics are wonderful, especially in the animation mode. I sat and watched Frodo and company walk across the Shire and into Mordor for hours. All the backdrops are exquisitly drawn and every one is different. Rivers are animated, leaves fall from trees, the works. Every so often, Frodo and the lads camp down for a while and sit around chatting for a bit, before finally laying down and going to sleep. Sweet.

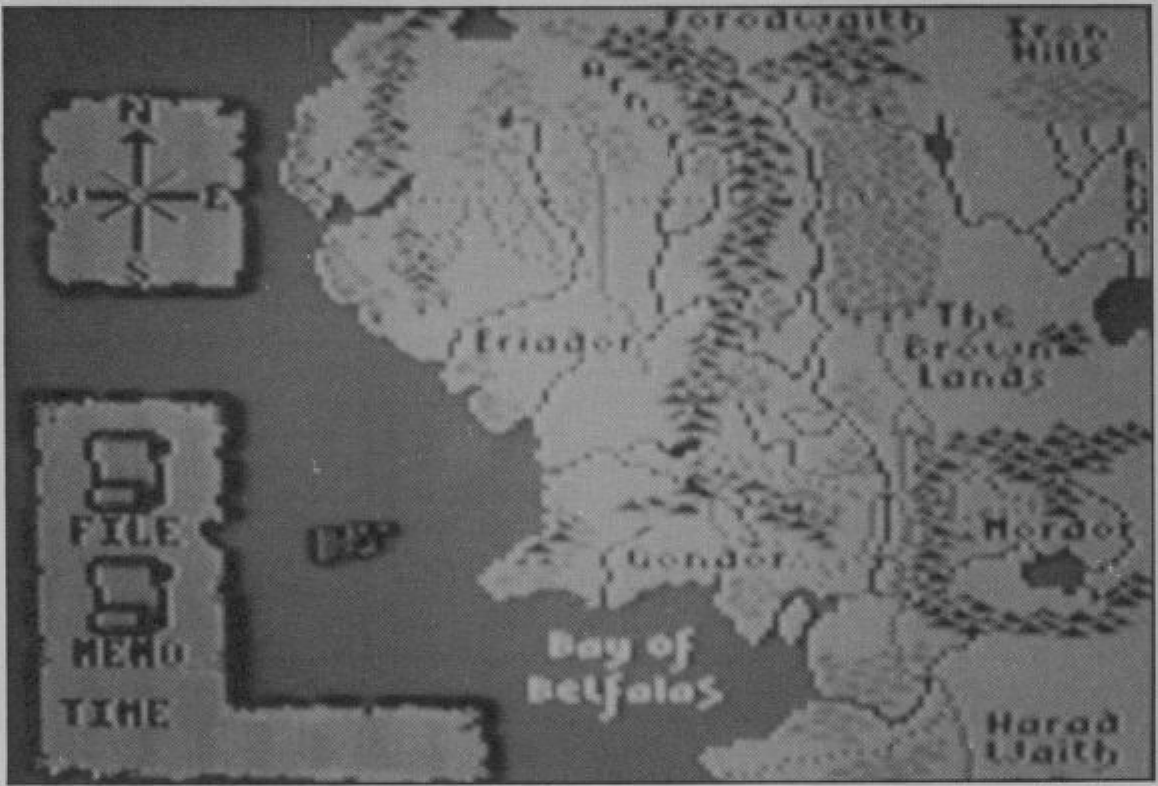
The sound consists of a nice intro tune and some fairly basic in-game effects. Different selection sounds, along with battle noises are so far as *WIME*'s forte goes.

WIME is fab. Graphically wonderful, fun to play, challenging and involving. If you've got a brain in your head and you want to use it, or even if you are a fan of the books, buy it. You won't be sorry.

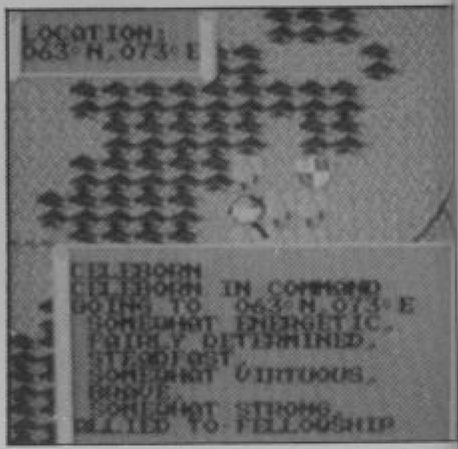
Tony Dillon

SOUND	**74%**
GRAPHICS	**92%**
LASTABILITY	**90%**
PLAYABILITY	**85%**

89%



A more strategic game than the Amiga version.



WAR IN MIDDLE EARTH

Now, the 64 version is a completely different bowl of onions alongside the Amiga version. The plot is the same, as is the aim of the game, but it's the presentation, and indeed, the real essence of the game that's been altered.

Rather than give it the arcade slant of the Amiga version, which has the graphic capabilities to put that across well, and indeed it does, the 64 version of *WIME* is much more a strategy game. There is an arcade sequence, but even that is so heavily strategic that the only way it can remotely be termed 'arcade' is because it has direct joystick control and animated figures.

At the start of the game you have hundreds of units, spread all about the map in the positions they would have been at that precise time in the book (as researched by programmer Mike Singleton and his crew). A unit can be anything from one individual person to 50 elves. The only thing that determines them as units are their statistics, which include things like strength and morale, which affect their success in combat. Shift around the eight-way scrolling map and click on a unit to select it. You then enter a menu, which allows you to tell a unit where to go, who to follow or who to join up with.

When you are satisfied you have told everybody what to do, you go to the overview map (as in the Amiga version) and click on an icon marked *Time*. This starts the flow of time and all the units begin to carry out their orders.

After a short while, the nearer you get to the high risk areas the sooner a fight will occur. Fights are carried out rather unusually. All the men in the fight are displayed in a scrolling area, and when you think that the number of men in a fight can be anything up to 256 characters, most of the fights are pretty big. The problem is there is no AI within your side of the battle. You control everyone at once. When one of your men comes into contact with the enemy, he fights to the death. The problem is, you have to bring him into battle manually. To do this, you first have to click on the man you want to rush into the fray and then click on the enemy you want him to attack. This, coupled with the character-space scrolling is very confusing, and the only thing I don't like about the game.

The graphics are very simplistic and the maps are made up of icons laid next to each other, as in a wargame. The graphics in the fight sequence are pretty blocky, but they do serve their purpose. The sound for the fight sequence is a bit weak. There's a single sound effect which sounds like somebody banging a saucepan and it goes on relentlessly all the way through a battle.

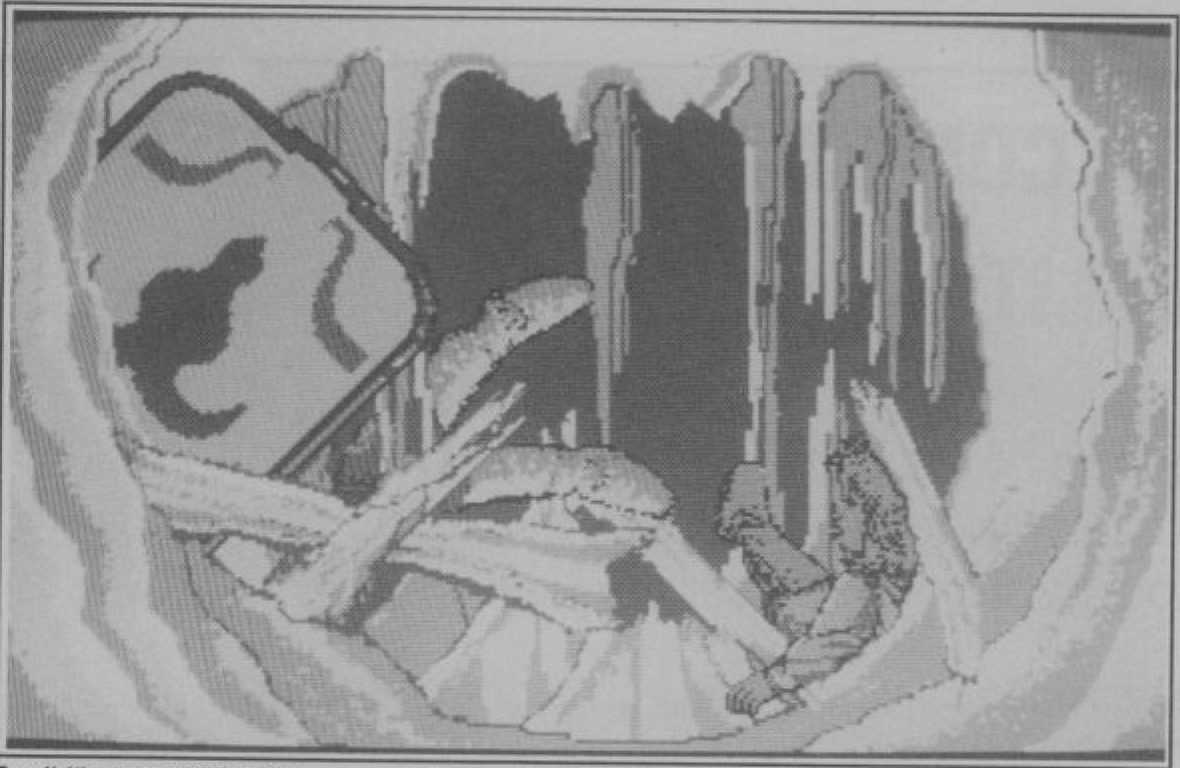
WIME is a much tougher game on the 64. It's a very demanding adventure game which is true to the spirit of Tolkein. Though it may not have all the aesthetic appeal as the Amiga version, and it might not play as well. But it's still a very good game.

Tony Dillon

Melbourne House
Price:
£9.99 cass
£14.99 disk

SOUND	46%
GRAPHICS	68%
LASTABILITY	88%
PLAYABILITY	79%

82%



Tonsil-like stalagtites in cave.

WILLOW

Lucasfilm
Price: £29.99

Take three heroes, add several dwarves, one evil queen and a dash of epic quest and you've got a blockbusting D&D movie, not to mention a potential game licence.

I could tell you the the whole story but I'd probably get done under some copyright law, so I'll take the relevant stages.

The quest is to save a baby called Elora Danan, who has been born in the (presumably evil) queen's dungeons. You play the part of the Daikini Ehtna who has to save the child by escaping from the dungeons in the first stage presented via a 3D player perspective view. You use a pointer to click on the relevent exists in a room. Linger too long and the guards will catch you. Be careless and you could fall into a trap — definitely one for mapping this level.

The next stage finds our hero Willow in the woods trying to avoid the queen's troops, armed only with his wit and three acorns. It sounds useful but the acorns are magic (they turn troops to stone). Avoid blundering into pits or swamps and try to pick up any extra acorns en route.

When you're out of the woods and emerge at the cross roads, you'll find two cages, one containing your mate Madmartigan the other containing Death.

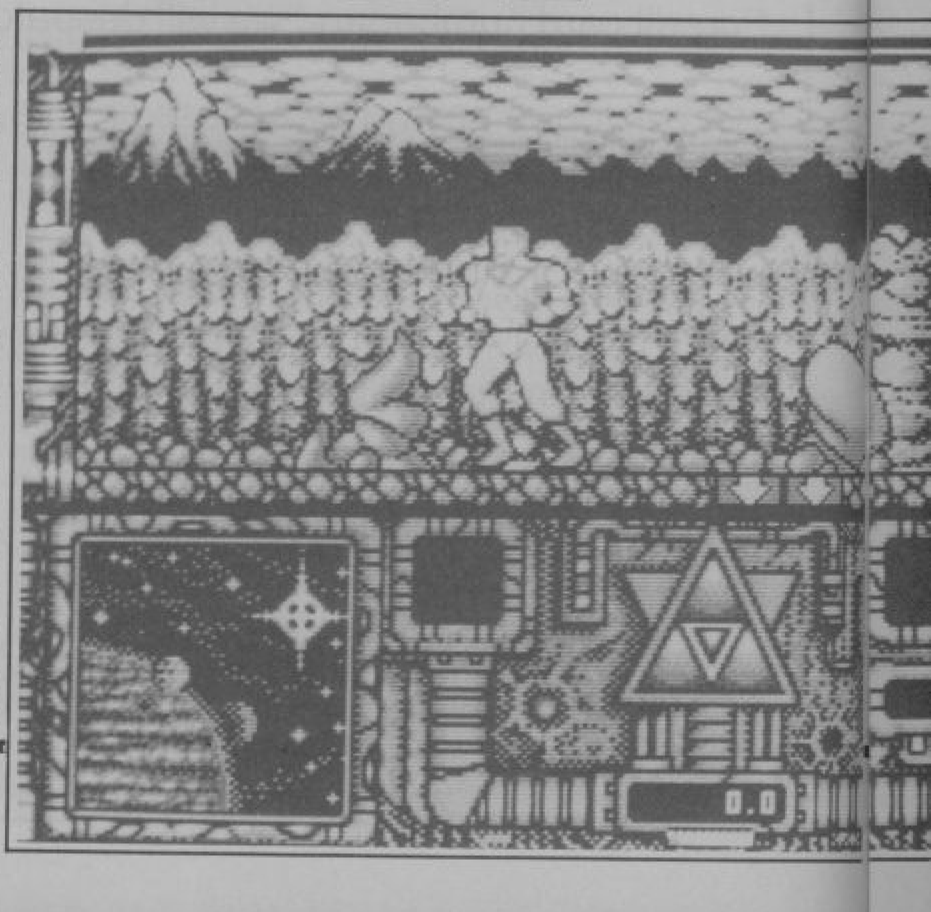
Then follows the intermediate stage where the once

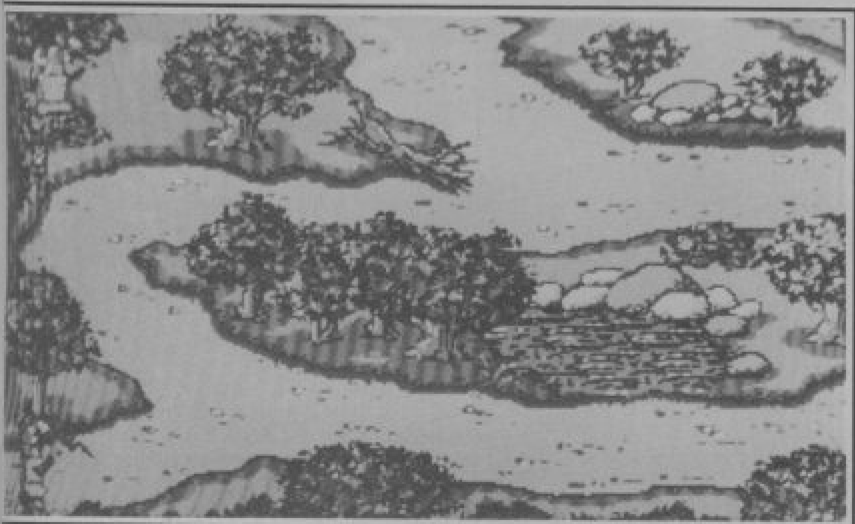
PRISON

Krysalis
Price: £19.99

Don't hold your breath, as this is not the licence of 'Cell Block H.' And sadly, you won't be leading Bea and friends on a mass breakout. *Prison*, in fact, has very little to do with prisons at all. The scenario is that you've been stranded on a particularly unpleasant planet. It must've been a nasty experience with unleaded fuel, because you need to find some vital engine parts for your spacecraft to ensure your escape. The hero of the piece is a psychotic Schwarzenegger type carrying an incongrous looking backpack. Unfortunately there are no Youth Hostels on the radioactive horizon and you will no doubt have realised by now, this is an arcade adventure.

The screens of the game are non-scrolling with exits at





In some far-flung corner of a foreign land.

It's chok-a-blok with dwarven tales.



beautiful Fin Raziel is transformed into a hideous beast thing and can only be transformed back by selecting the right three icons, one at each stage. With thirteen to choose from it's not too easy to get it wrong and she or you will end up looking even grimmer.

Afterwards come the ice caves which finds Madmartigan and Willow escapting from the snow camp of the evil General Kael. Riding on a shield, utilised as a sled you have to negotiate the ice tunnels, otherwise it's kapowie.

Survived? Good, now you get to fight General Kael at the steps of the Queen's tower. Slash him to ribbons in a fit of swordmanship that makes Zorro look like an amateur. Climb the tower then face the queen. The queen can only be destroyed by a spell, which you have to make up from nine out of the thirteen symbols, and all this before she culls Elora. Can you handle the pace?

Compared to the old Lucasfilm games on the 64 this doesn't quite come up to standard. The graphics are well put together but poorly executed, and the tune is a Bagpuss theme with, an '88 remix, phew.

There will be quite a few people who will be turned on by the prospect of an arcade adventure like this, but I for one am not. But then if it's a puzzling, map-able, lasting challenge you're looking for, this could just be the one for you.

Mark Patterson

SOUND:	**45%**
GRAPHICS:	**83%**
PLAYABILITY:	**72%**
LASTABILITY:	**76%**

73

either side, or back and front, where appropriate. A large portion of the screen is dedicated to various controls. There are two boxes, which represent pockets. Pick up an object and a little piccy will appear indicating its presence on your person. In between your pockets is a glowing triangle, subdivided into three. It represents the quantity of lifeforce you have left (of course, you have three lives). Just to the right of that is a small orange light. This, believe it, or not, represents your intuition — when you come across a screen with something interesting in it, it lights up. This is rather fortunate, because to search for a location you first have to access an option from a joystick operated menu, and *Prison* is a game with a lot of locations to be searched.

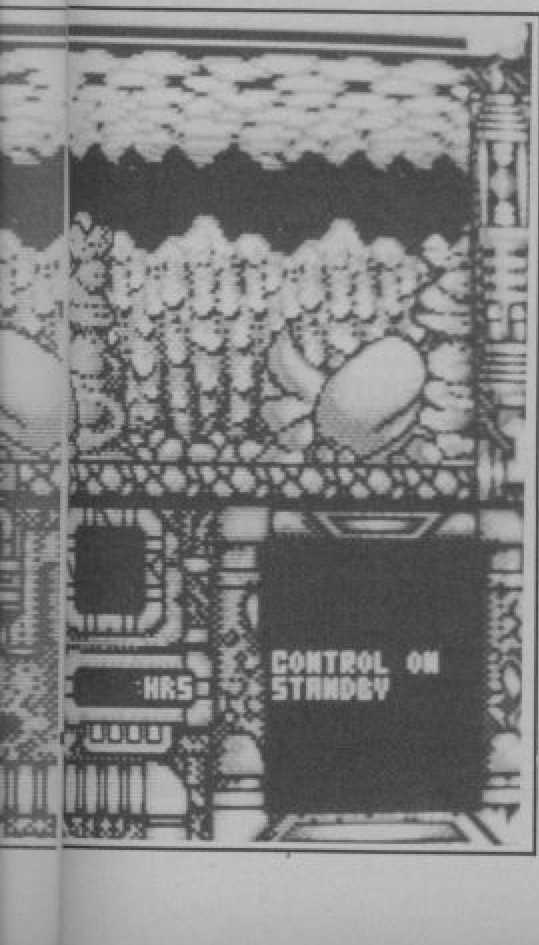
There are some nice touches in the objects you can pick up to assist you, like the watch that, if you strap it onto your wrist, will tell you the time as the game clock turns from night to day, darkening and lightning the screens accordingly. For some reason, however, if you find an object with your pockets full, the game won't allow you to pick it up. So you have to wander around with just a single object in case you come across something really useful (though it's possible that this is a program flaw that will be sorted out by the time it reaches you).

There's more to *Prison* than just this. Sooner or later you'll come across some characters you can interact with. Some you can talk with, but some are just out for a rumble. When they do speak, the words scroll across a bar at the top of the screen and you can select an appropriate response from the options given.

Though there are some nice and imaginative backgrounds in *Prison;* the train and the nightclub, to mention just two, the characters are more than a little clichéd. A reasonably pleasant alien looks like Yoda, the nasty aliens, like Aliens and the droids look the spit of the droids from 'The Black Hole'. Very dull. Combat initially looks promising with your character able to execute a good number of *Double Dragon* style moves, but loses interest because everything is so easy to defeat. Aliens are very few and far between and, since there's precious little else to do when they're not around, the game is dangerously unbalanced.

Some of the better touches in this game are marred by the gameplay. A little more thought would have raised it above the average. If maze games appeal to you (and they certainly don't to me) this is quite a good one. The puzzles are largely a matter of trial and error rather than brain power and the whole thing could have been made a lot simpler if you'd been given a ball of string.

Mark Heley



I am, in fact, a prisoner, not a number.

SOUND:	**42%**
GRAPHICS:	**68%**
PLAYABILITY:	**57%**
LASTABILITY:	**59%**

58%



When I say jump, you say 'how high?'.

HUMAN KILLING MACHINE

In the latest of a long line of beat 'em ups, you are the Human Killing Machine (*HKM* to your friends) and the idea is to travel to five different countries beating up ten of your enemies en route. Nothing new there.

Your grudge journey begins in Russia where you face Igor the fearless and his rabid dog Shepski. Successfully mutilate these two and you move onto Amsterdam. *HKM* is no ladies' man as he proves by beating the living daylights out of Maria and Helga. Next is Barcelona where you stop off to beat up Miguel the kinky toreador (complete with whip) and Brutus the bull. Hans is the first opponent in Germany; he is followed by Franz, the waiter, who throws bottles at you until you convince him that you are not a lager lout (a swift kick in the head usually suffices). Last stop is Beirut where you face Sagan and Merkeva who try to kill you off.

Just reading through the story-line you would think that it's going to be *Street Fighter* with different opponents. How wrong you would be. *Street Fighter* had nice graphics. *HKM* doesn't. *Street Fighter* was playable. *HKM isn't. In fact everything that made Street Fighter* playable is missing from *HKM*.

Each country has a different backdrop, temples in Moscow, a tank in Beirut (no building left I suppose), that sort of thing. Most of the backdrops are blocky and suffer from colour clashes but at least they are better than the sprites. Both your character and all opponents are very small and poorly defined. Animation doesn't enhance them either, the fighters don't walk, they gracefully glide towards each other trying, as they do so, to execute jerky moves.

There are no sound effects but there are a couple of nice pieces of music to amuse your ears with. Gameplay is very poor, all you have to do is find a move that your opponent is susceptible to and use it until he is knocked down. Control is easy enough with sensible joystick movements.

Due to the ease of *HKM* it won't last long, add this to the poor graphics and awful gameplay, and what you have is a game that is only marginally more enjoyable than a kick in the head.

Mark Mainwood

Fair fight in Red Square.



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AMIGA

AMIGA UPDATE

The graphics are much better on the Amiga version, including detailed backdrops and large opponents to beat up. The animation, however, lets it down — it's the same standard as the 64 version. Gameplay is just a little better due to the very slightly increased difficulty, but even at budget price I'd still give it a miss.

GRAPHICS	73%
SOUND	55%
PLAYABILITY	52%
LASTABILITY	40%
OVERALL	54%

GRAPHICS	49%
SOUND	62%
PLAYABILITY	45%
LASTABILITY	30%

45%

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A mock-up of one of the special games included in **SEUCK**.

SEUC

Construction Kits are nothing new to would be games writers, but *SEUCK* can claim to be the first for Amiga owners. It's more than a straight port up from its 8 bit counterpart too, having been designed by the boys at Sensible Software, and programmed by Palace resident Richard Leinfellner. Ken McMahon donned his hard hat and made a visit to the construction site . . .

SEUCK first appeared on the C64 about 18 months ago. As well as taking advantage of the superior hardware, the Amiga version incorporates a few other improvements to make life easier for the aspiring games creator. You don't need any programming knowledge to create brain blasting, professional looking SEUs, it's as easy as using leggo.

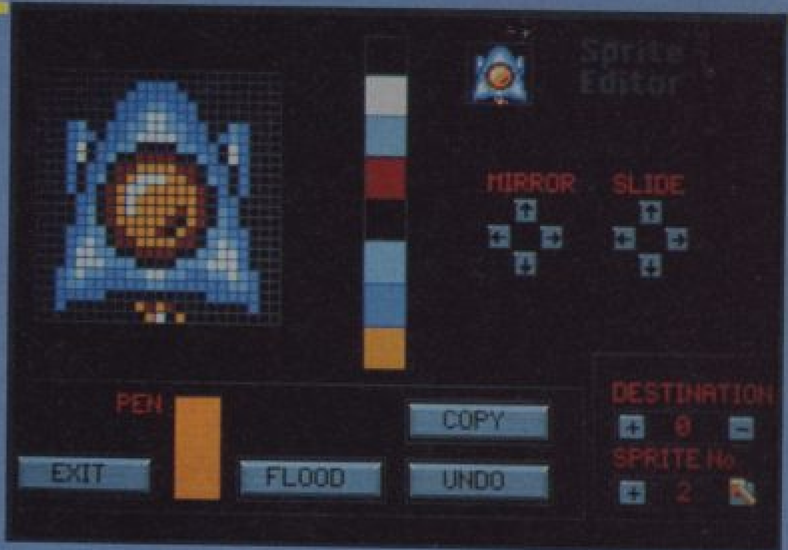
If you think about what goes into your above average construction kit the menu is organised logically enough. You have a sprite editor, background editor and sound effects editor. The last two items *Player Limitations* and *Attack Waves* allow you to tweak things to make life easy for you and impossibly difficult for anyone else.

Before you boot up *SEUCK* it's probably a good idea to go to work with a pen and paper and jot down a few ideas about the kind of game you want to create. Will it be a deep space laser battle, a Wild West shoot out, a jaunt through the enchanted caverns, or what? Now's the time to decide. Then you can think about the scenery and the characters, creatures, craft or whatever else is going to inhabit your landscape. Don't forget the most important one — you.

You don't, of course, have to design your game according to the order of the menu. My preference would be to sort out the background first. Making a background is a bit like bricklaying, but first you have to make the bricks, or blocks. Each block is made up of a number of smaller coloured pattern squares. you insert the squares into the block to make part of a landscape feature, like, say, a bit of road, a rampart, a pyramid, a bit of metallic space station and so on.

The blocks are then placed

Palace Software
Price: £24.95



Constructing a sprite of a ship.



Making further alterations in the sprite editor.

on the background map to build up the scene. You can use the same blocks repeatedly to create, say, a stretch of road or a building. In this way, with a couple of dozen different basic blocks you can create some pretty diverse background material with very little effort. The map can contain up to 32,000 blocks, which should hold enough surprises for even the most ardent SEU fan.

Sprites are the backbone of any game. All the moving parts in any shoot 'em up will be sprites. Games programmers like them because they make programming games easy. A bunch of registers tell you what a sprite will look like, where it is, where it's going, and even when it hits other sprites. SEUCK makes it even easier and you don't have to bother with all that.

The sprite editor is a little like the background editor in that you design your sprites within a grid. You can decide the colour and shade of any individual pixel within the grid and thus create aliens, insects, craft, and so on. The sprite editor offers the exciting prospect of animating your sprites. Your SEU would look pretty boring if the alien invaders were frozen in one position. How is your gunslinger going to draw his six shooter without the aid of animation?

To animate your sprites you must create several versions of the same object at different stages in time. Our gunslinger might be depicted with his pistol holstered, then reaching for it, with it halfway out, then blasting. The more intermediate stages you have, the smoother the action will look.

You need to create these animation sequences for everything that moves. The guy on the other end of the bullet as he collapses to the ground, the screaming woman, the frightened horse. You can run your animation sequences within the sprite editor to make sure all looks OK and make any adjustments. The other thing you have to sort out is where the sprites will go in relation to the background. This is where you can create those stunning formation flying techniques by alien fighter squadrons.

No game would be complete without sound effects. Playing a game without sound is like watching TV with the volume turned down — not a lot of point really. Sound effects have the added bonus of being completely irksome to anyone within earshot, so you really need as many completely weird ones as you can cram in. The SEUCK sound editor comes with a library of 40 effects which cover the more usual SEU events like explosions, laser fire, sirens, aaaarrgghhhs and so on.

You can of course create your own, and a good place to start is with one of the existing ones. By tweaking the parameters you'll soon end up with something unrecognisable. Real freeform artists can experiment with sampled sound, but may have to keep an eye on the memory meter.

When and where do the enemies show up, when does the screen scroll? It looks like a lot of work, but it isn't and you can answer all these questions very quickly. The big question is will it work, and if it does, is it any good? If things go badly wrong it's probably more to do with your preparation and ideas — or lack of them — than any failing of *SEUCK*. It's possible to produce a surprising diversity of first class vertical scrolling SEUs and to prove it, and give the beginner some tips, Palace have included three. *Slap & Tickle* is a commando-style war in the desert job, and *Psychoblast* is a non scrolling, flip screen weirdo with lots of pulsating geometric shapes.

If you've ever thought 'I could do better' now's your chance. The software houses aren't likely to come knocking on your door for the fruits of your labour, but you'll be able to turn your own ideas into reality. Even if you don't end up with the next big hit you'll have the satisfaction of knowing it was all your own work.



CK

DATA

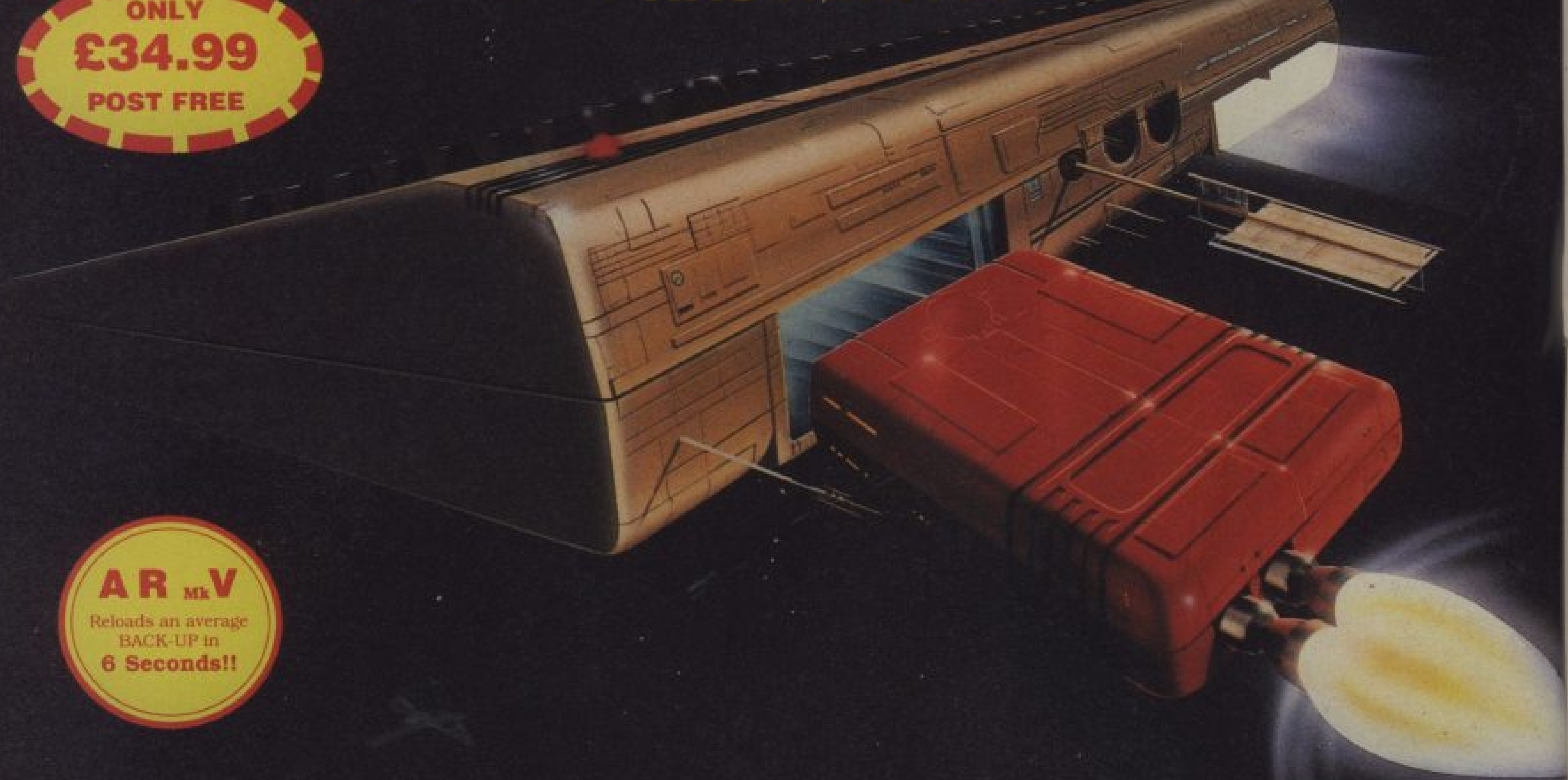
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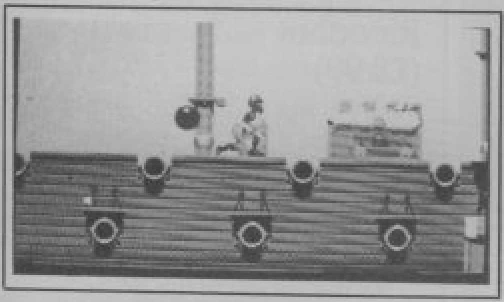
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CU UPDATE

Back for its second issue is the CU update page covering re-formatted games, last minute releases, and anything else worth a mention.



SCORPION

Amiga
Digital Magic

Now then, I quite like this, but there are a few people about who don't speak of it as highly. Maybe it's only because I've played this quite a bit. I guess it's one of those games that grows on you.

You are some sort of space-suited star warrior or other who has to rid the universe of the same old evil that has a habit of cropping up in all the games these days. To rid the cosmos of this abhorration, you have to travel through five time zones, each with their own climate. Level one has you battling along a few pirate ships and then into a harbour set, seemingly, at around the end of the Seventeenth century.

The game is viewed as a left to right scroller, and scroll very nicely it does too. Sadly, there are bugs. The collision detection is awful, and the platform detection is appalling. At times you can find yourself standing on nothing at all, and at others you fall through seemingly solid areas of buildings and boats.

It's not brilliant, but once you learn to cope with the collision detection, it can be fun.
60%

ROGER RABBIT

64
Buena Vista

Following hard on the paws of the Amiga version, the 8 bit version of *RR* is something of a relief after the torment of continual disk loading the game on the bigger machine required. Naturally the graphics aren't in the same league which somehow spoils the point, particularly when you realise the gameplay is the same. It's not bad, but you know you're being tempted to go easy on it because the film was so brilliant. Leave Jessica to Judge Doom and go and see the film again instead.
61%

TIGER ROAD

Amiga
US Gold

I'm all for simplicity, but this is a bit too simple for a beat 'em up isn't it? You are a sturdy little fellow whose job it is to get to the end of the game. How do you fight past the bad guys? Press fire. That's it. No silly messing about with diagonals and funny joystick twists. Fire makes your little fellow swing whatever weapon he happens to be carrying at the time.

The graphics are nice, backdrops are OK; but the sound is the game's best aspect. A pleasing tune plays throughout, and it takes quite a while before you get sick of it.
65%

TECH

Amiga
Gainstar

Tech is one of those *Zoom*-like games which don't have the greatest graphics you've ever laid eyes on, and the sound doesn't exactly make your lug holes want to shiver with delight; but never mind, like *Zoom*, it is incredibly addictive, and much of its appeal lies in its simplicity.

The idea is basically a three way race to trap your opponents. As you shoot around the arena both you and your two enemies leave impenetrable trails. Crash into one and you'll be smashed to smithereens. Be encircled by one and it's bye bye life.

Things get even more difficult in the later stages of this twenty-five level game. Even at the start, there's no way that your opponents are playing kiss chase, but they do at least observe some kind of standards. Later on, what there was of a rule book is thrown out of the window and the nasties resort to Kamakazi attacks.

That's about it. All in all a decent game.
65%

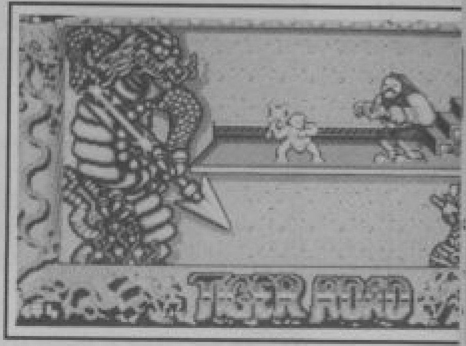
QUESTION OF SPORT

Amiga
Elite

Errr. . . remarkable. Here's a TV license that actually manages to successfully capture all the thrills and spills of the TV show itself. Join with David, Ian and Bill as they cross wits and wrack each other's brains with questions of a sporting nature.

Choose your team from a bank of twelve happy faces. Each person has a specialist subject, and it's important to have as wide a range of these as possible.

All the rounds from the TV show are here from the picture board, where you choose from twelve piccies. Once you've chosen one, the computer prints a digitised piccy of our beloved Davey, and a speech



bubble appears, and inside that bubble appears the question. The computer then gives you four possible answers and a clock ticks down while you select one. Get it right and the crowd roars it's approval. Get it wrong and a short tunette goes 'waa waa waa' at you.

The graphics are well digitised. It's just a shame there isn't more of them. The layout is clean and functional, and fits in with the design of the show. Sound consists of a title tune, a tunette or two, and a sampled sound effect here and there.

Good as a two player game, but I couldn't help but feel a little cheated on the one player game. After all, the computer knows all the answers!
72%

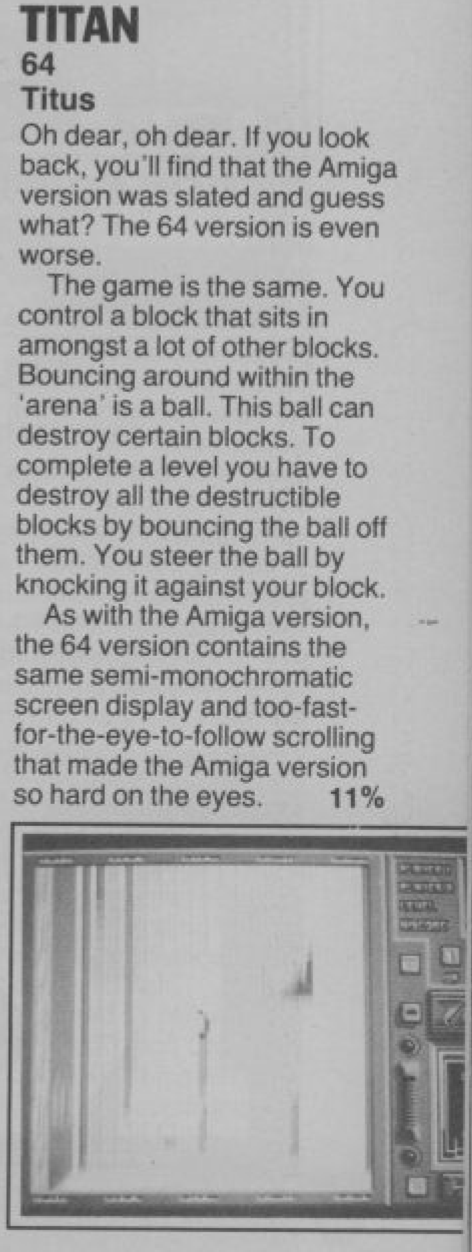
TITAN

64
Titus

Oh dear, oh dear. If you look back, you'll find that the Amiga version was slated and guess what? The 64 version is even worse.

The game is the same. You control a block that sits in amongst a lot of other blocks. Bouncing around within the 'arena' is a ball. This ball can destroy certain blocks. To complete a level you have to destroy all the destructible blocks by bouncing the ball off them. You steer the ball by knocking it against your block.

As with the Amiga version, the 64 version contains the same semi-monochromatic screen display and too-fast-for-the-eye-to-follow scrolling that made the Amiga version so hard on the eyes. **11%**



CHEAPO ROUND-U

Action Force

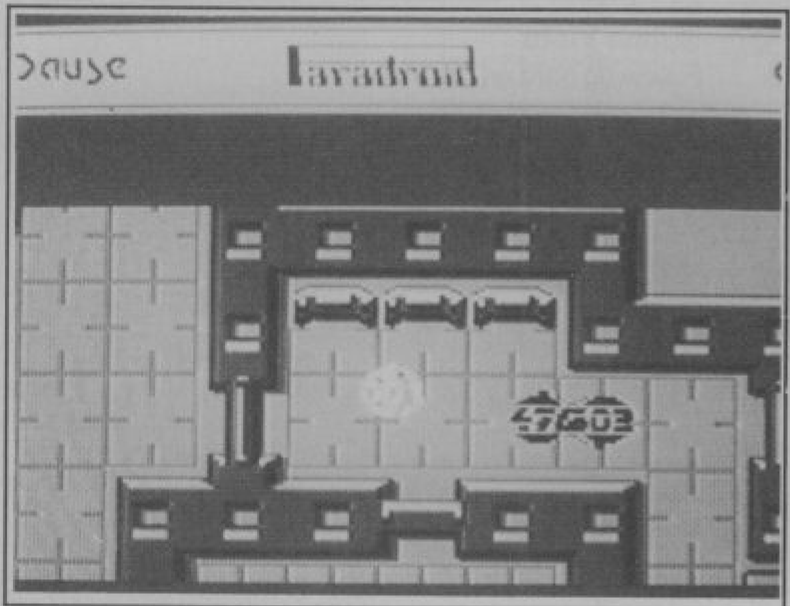


ACTION FORCE

MAD
£2.99

This was licensed from the people who made those miniature Action Man Figures, the same company which ruined 'Battle and Action' as a comic with tons of crappy advertorial about them.

The game was reasonable — chunky but pleasant graphics and horizontal shooting with helicopters and jeeps. Not really worth wasting three nicker on.
(57%)



Paradroid

PASTFINDER

MAD
£2.99

Another ex-Activision game this one, ex by about four years. You pilot a Leeper craft over a vertiaclly scrolling landscape. You can shoot away the opposition, but the idea is to pick up artefacts, extra firepower and shields.

It looks pretty dated but now but the game's still surprisingly absorbing and could be worth shelling out for.
(76%)

HEAVY METAL PARADROID

Ricochet
(£2.99)

Well I'm not so sure about the title unless it has something to do with the robot's weight, but *Paradroid* is one of the best games ever to surface on the 64.

All the robots in the game number from 001 to 999 in terms of shields, weapons and energy, and you as a 001 are sent aboard the transport ship Paradroid, in a convoy of seven, in order to neutralise the rogue robots aboard.

As well as the shoot 'em up which is the most predominant part of the game, there is the transference, a sort of strategy mode whereby you try to capture the mind of an opponent droid.

The graphics are fantastic, complementing what is still the best scrolling routine on the 64. Great sound effects too.

Definitely a winner! Re-release of the month (again).
(89%)



TURBO ESPRIT
Encore
£2.99

A dream car, a drugs haul and lots of innocent bystanders make up the fun in this ex-Durrel game. The plot involves you chasing round the streets of some city in your armoured Lotus chasing after a drugs van, all very well you might think, but play it this way and it becomes rapidly boring, so . . . waste the civilians!

You can have a great time stoping at a zebra crossing and waiting for some poor sap to cross, then accelerate or hit him with the machine guns! You can rack up penalty scores in their thousands.

Overall not as good as the Spectrum version, but if possible give it a look just for the laugh.
(58%)

Turbo Esprit
Hardball

HARDBALL
Kixx
£2.99

It's a poor month for original budget software, but that's made up by the quality of many of the re-releases. *Hardball* was one of Accolade's early sports sims, devoted to baseball. And as such it's still one of the best (well at lest until Cinemaware get their oar in).

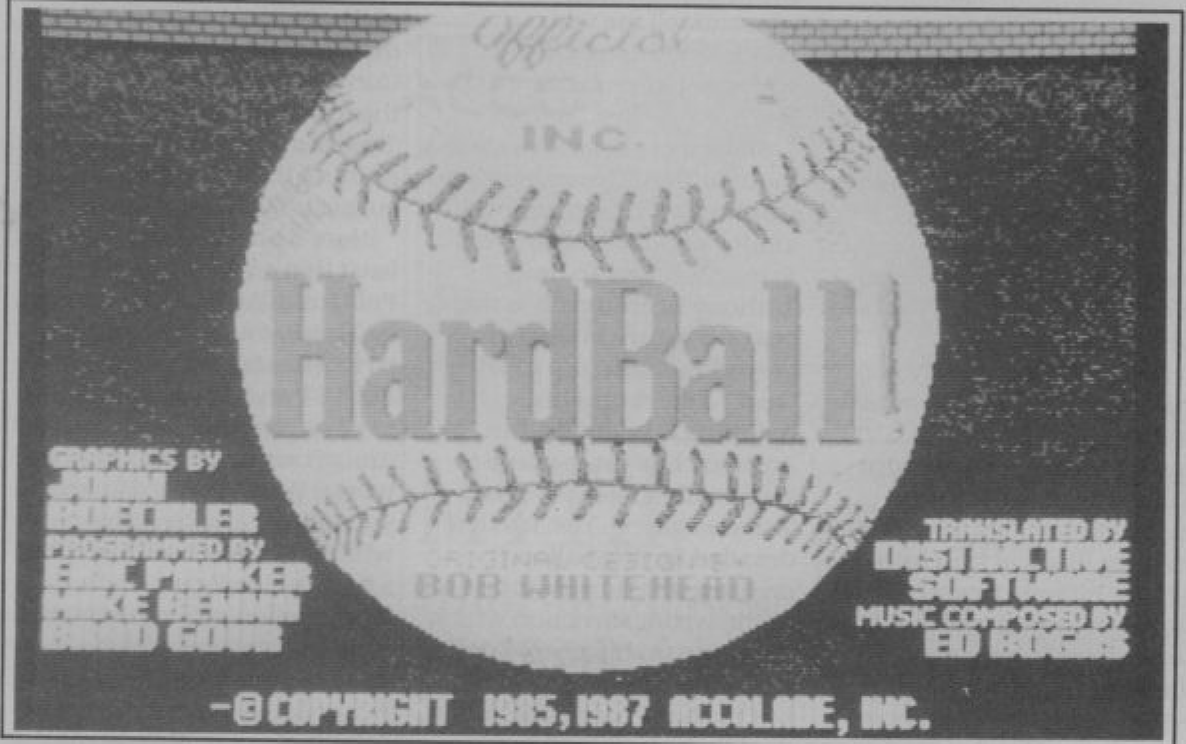
Hardball has a twin screen approach, nice detailed graphics for the pitching and hitting, and then it switches to an overhead of the field when the ball is hit.

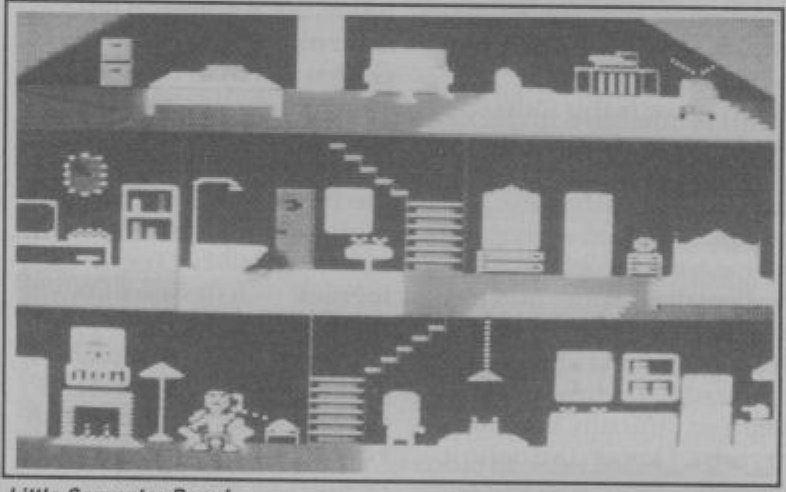
Worth have if you're into Yankee imperialist sports.
(81%)

DAN DARE II

Dan Dare, a perennial childhood favourite since the Fifties was given a new lease of life when he was licensed to be a computer game. In short the Mekon is back again, green skin and all, and you must stop him by getting to the heart of his base by destroying lots of foetuses. Pretty run of the mill stuff.

If you've got the first one (also on budget) you might like this however. If you haven't get *Dan Dare Mk1*, then think about the sequel.
(67%)





Little Computer People

LITTLE COMPUTER PEOPLE
Ricochet
(£2.99)

This was a revelation when it came out, and nothing has really been done like it since. Programmed by David Crane, it provided the owner with the high-tech equivalent of a goldfish bowl — a little bloke in his own house doing his own thing. It was a brilliant concept and considering the limitations of memory a superb piece of programming.

You could get the guy to play piano and type you letters. You could even pet him with a little lever that extended by his armchair.

A superb re-release — if only they'd produce an Amiga version! **(88%)**

CHASE

Mastertronic

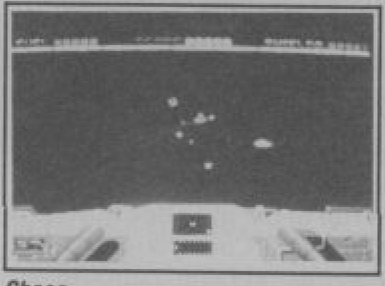
(£9.99)

This latest Amiga offering from Suede Head Andrew Wright at Mastertronic leaves a lot to be desired. First off it's just too fast to be played easily. All the graphics in the game are vectors, and very well handled they are so fast.

The levels are very *Star Wars*esque. Level one is an asteroid field, in level two you have to avoid the towers on the planet, whilst in level three you fly down a winding tunnel. Level four — avoid oncoming obstacles in a trench.

Programmed by Mike Sutin (father of *The Kristal*) *Chase* is a very poor offering and one we can't really recommend.
(36%)

UP



Chase

INTO THE

Keith Campbell takes care of starving players, hurt little eagles, and he has a thing or two to say about flimsy packaging. He comes clean on the subject of his notril hairs, too.

'That tip in December's issue doesn't work' Jo Sadler of Coventry, is still having trouble with *Rigel's Revenge*! Me give a duff tip, Jo? How dare you suggest such a thing! There's nothing wrong with my clues. Well, perhaps I should have added that before you enter the basement in the first place, you must . . . Hmm, yes, I see what you mean!

Drop *all* your wordly goods (nightsights excepted) outside *before* entering the basement, or your attempt will surely fail! Now why should Smart Egg have built such an illogical trap into what is already a rahter picky problem in terms of vocabulary? I have my own theory, and, unfortunately, it is to do with the 'peep hole' fantasies of *Rigel*'s programmers.

All Mark Barnes of Zillmere, Queensland, needs, is 'The word to pass by'. He's in the third level of the starter dungeon of *Bard's Tale II*. And talking of *Bard's Tale*. Forgot to note it down, you see, and now I can't answer those problem letters!

Lee Howard of Sheffield is starving. He has eaten his loaf of bread, and cannot continue in *Enchanter* without some more nourishment. Famished, he turned to *Infidel*, where he came up against the crocodiles — and could go no further in that, either! Please, someone come to his rescue!

Our attentions turn to *Arazok's Tomb* and Ted Hill of Cowplain is locked in deadly battle with a giant snake. And so far, it's not Ted that's winning! Who can help him smite this reptile, and also to batter down a steel door? But who can tell me who publishes *Arazok's Tomb*, and why I haven't had a copy, yet?!

Since its release, I've always thought that if ever there's an adventure that's gripping and totally addictive it has to be *Stationfall*. And so does Anthony Brereton: 'It is the best adventure I have yet played, and also the most "real"', he comments. Gripping it might be, but Anthony has yet to come to grips with some very nasty 'exhaust gases'. Yes, it's that dreaded farting balloon creature that keeps jetting off in the wrong direction which is getting up his nose! Guiding it accurately isn't too hard, but perhaps more difficult is deciding what use this windbag is when you have it under control! One can only 'spray' that a shining star will guide your way! Have a look in the clues section if you're still baffled!

There's something altogether unsatisfactory about completing an adventure without getting 100% score, don't you think? In a treasure-collecting type of adventure, this doesn't usually happen, because the game does not end until all the treasures are home, and treasures mean points. But this phenomenon is not unknown in the mission-oriented adventure. *Hobbit* is a famous example and, indeed, one in which it was possible also to get *more* than 100%! Recently I completed *Leisure Suit Larry 2* with 17 points short. Review in 'Valley' just as soon as Amiga *Larry 2* arrives! Frode Eilertsen and Jørgen Sivesind of Blystadlia in Norway report that they have completed *Corruption* with only 175 of the total 200 points available. 'So where are the last 25 points?' they ask. Any suggestions?

Here's a 16-bit bug! Well, at least that's what Kostas Pollizos of Athens reckons it is! There is a difference, writes Kostas, between the Atari ST and Amiga versions of *Chrono Quest* and the Amiga owner comes off worst! When you are in India, you take or steal a scroll which tells you how to ender a pyramid in Egypt. In the Atari version you can read the scroll to discover which stones to press in the pyramid. In the Amiga version you can't! So Kostas' question is: How can Amiga owners get into the pyramid? Is the solution slightly different, or is this indeed a bug?

Complete solutions are only for those who have completely given up hope of ever solving the game. *CU* readers don't come into the 'no-hoper' category — right? With a solution to hand, the temptation to turn to it at the slightest difficulty is too great to resist. I know, I've done it myself!

So please, when you write for help, just ask the questions you need to get you ot of trouble, and I'll try to come up with an answer. You know the address, don't you? Write to me at Valley Rescue, *CU*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll do my best to get back to you.

Adventure News

● Horror games are coming your way! Mike Woodroffe has formed a new label — Horror Soft. In a 3-year deal with publisher Tynesoft, Mike's team plans to launch eight to ten horror-based games. A combination of adventure and strategy, the player will have a choice of 90% icon/ text commands, or 100% text.

● Activision are to launch a new genre of game. It's not all adventure, it's not all strategy, and it's not all arcade — and Activision's PR people are having difficulty finding a category slot for it! They also had difficulty choosing a name! It has changed from *Phoenix Factor*, through *AD 2200* and *FOMM*, to the definitive *Millenium 2.2*. *FOMM?* Well, there are mutant Martians in the game, and they can be nasty!

***Millennium 2.2.* has you controlling a moon base, where the remains of the human race exist after the devastation of the Earth following a collision with an asteroid. The objective is to return Earth to a habitable state. To do this involves setting up further bases around the solar system, in the hope of mining useful minerals. Ultimately, the aim is to build a 'Terra-former' — a device that will do the trick.**

It's not just a prospecting game, though, for each project must be thoroughly researched, and sufficient resources must first be available to build the spacecraft. And whilst time clock is ticking away, problems arise which completely throw the player and which require thought and ingenuity to overcome. KC's seen it, and just can't wait to have a go at it! The review will be coming soon!

VALLEY

CAMPBELL'S COMMENT

Remember my little diatribe a few months ago about the new shape of Rainbird boxes? They are designed so that they fit into the designer shelving in big multiples. Well, something far worse has happened . . .

★ I must protest about the latest Magnetic Scrolls release, *Fish*. The game itself has been made to the usual high standards of Magnetic Scrolls, but what happened to the packaging? What is this thin cardboard with which they made the box? When I received the game through my mail-order shop it had been badly damaged in the post. If it was packaged like the rest of Scroll's games it wouldn't have happened!

Kostas Pollizos,
Athens.

Campbell's Comment: You forgot to mention the flimsy plastic mould inside, Kostas — the thing which the disks and other goodies won't quite fit into. You know, the thing which when you pull it out is empty, leaving everything else behind in the box; and then you can't push it back in again! I agree — it's diabolical. Magnetic Scrolls claim they weren't consulted, and Rainbird, it seems, are saving a fantastic 20 pence per box. That's about 1% of the retail price. When will they realise that a quality box goes hand-in-hand with a quality product, and that cheapo packaging cheapens the whole product? Quite apart from practical considerations such as protecting the goods inside?

And now back to the old argument — who's best, Infocom or Magnetic Scrolls? Well, now that their boxes have gone floppy, surely Magnetic Scrolls haven't a chance . . .

★ To settle any arguments, Infocom's adventures are better than Magnetic Scrolls'. Who cares about graphics when their text isn't over wordy, although Infocom could do with a larger vocabulary? Every time I want to play the classic games *Planetfall* and *Hitch Hiker's Guide*, I feel sorry that Infocom's stocks are shrinking.

Anthony Brereton,
St Helens, Merseyside.

Campbell's Comment: See? Was I right or what? But it's the boxes that let Magnetic Scrolls games down, not the text, Anthony! Give us back our nice boxes, Rainbird, please!

★ Hey! I hear you're one of the cursed people who are above average height. I know what it's like — little old ladies stare up at you and count your nose hairs, while little boys keep asking which basketball team you play in. Whilst walking through doorways you've always got to duck. Been there, done that, and got the bumps on the head to prove it. You see, I am 6'6".

Mark Barnes,
Zillmere, Queensland

Campbell's Comment: Just wait until you're an old man, Mark! I bet you'll be grooming those nostrils then to try to improve your appearance. Anyway, my 6'6" was harder to achieve Mark — I had to fight against gravity. It's a lot easier for you Aussies, who simply hang upside down from the globe and let it happen. Er, isn't it . . .?

ADVENTURE CLUES

GNOME RANGER:
A bit of discipline never hurt a little eagle.

STATIONFALL:
Use the spraycan in an adjacent room to get the windbag to follow. It will help you to get something heavenly.

BALLYHOOD:
Give her eastern half a Granola bar, and kiss her hand. Her western half will yield a radio.

FISH:
Complain to Rainbird about the flimsy packaging! Write to Paula Byrne, British Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS, marking your envelope 'Personal'.

RIGEL'S REVENGE:
Strip naked and drop everything except nightsights, before entering the basement.

LORDS OF TIME:
In order to get the sword, break the ice block, and be deferential.



MYTH

Inter-Mediates/ Magnetic Scrolls Commodore 64 disk/Amiga

If you are a member of Official Secrets, the Adventure/Strategy/RPG game club, or join before August this year, you get a free copy of this adventure, written exclusively for the club.

Myth is a mini-adventure with about thirty locations, but because it was programmed with Magnetic Scrolls' usual adventure system, there is room for masses of text — and that is what you'll find in it. There are very few 'scenery' objects, and the messages are full and plentiful.

Set in the days of Greek mythology, you play the part of Poseidon, god of the sea. Zeus is having a temple-warming party, when he decides that gods have too easy a life — and so he announces it is his intention to strip them of their godly powers, until such time as they suceed in a task, normally befitting a motal hero.

And it's just your luck he picks on you first — to enter Hades and steal the fabled helmet of invisibility. Embarassing, too, for the god of the sea, who can't swim, and comes across deep waters early on in the game!

Don't be put off by it being a mini-adventure — it is about the same size as a 'full size' text adventure. You get four pictures up to usual Scrolls standard, plus text undreamed of in those bygone days!

Membership of Official Secrets is £19.95 per year. Write to Official Secrets, PO Box 847, Harlow, CM21 9PH for details.

GRAPHICS	9
PUZZLEABILITY	9
PLAYABILITY	9
OVERALL	9

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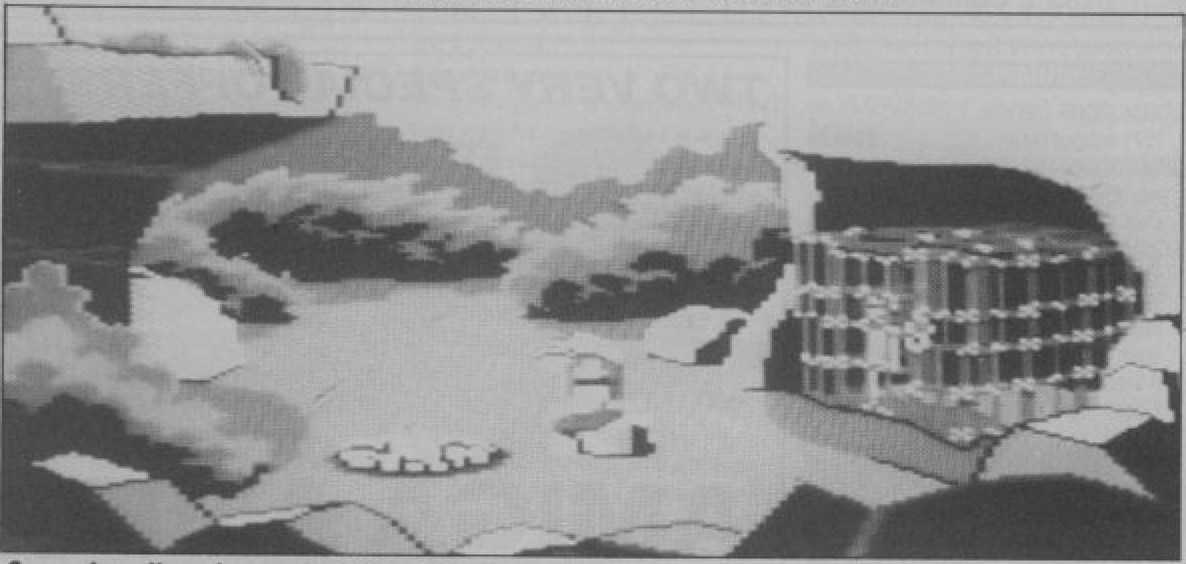
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INTO THE VALLEY



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Some day all gaols may look like this.

SPACE QUEST 2

As Roger Wilco, ace janitor aboard the Xenon Orbital Station 4, you are ordered to the shuttle bay to clear up a newly-arrived craft following a serious case of space sickness. Once aboard, you are mugged by a couple of interstellar ruffians, and carted away. So begins the second in the *Space Quest* series.

You awake to find yourself in the clutches of the evil Sludge Vohaul, who is angry with you for ruining his Sarien operation (see *Space Quest 1*). Condemning you to a lifetime in his mines, he boasts that he is about to take revenge on the earth.

'I have a plan so horrible, so frightening, so diabolical, that no one will be able to stop me!' he boasts, and proceeds to explain how he intends to infest the Earth with thousands of genetically engineered door-to-door life insurance salesmen. With that, you are carted off to a nearby planet, and under armed guard, taken for a ride on a hover-platform to the mines.

Unfortunately for Vohaul, things don't quite work out quite as he expected. En route, the platform runs out of fuel, and before the argument between the guards over whose turn it was to refuel it is resolved, you have plummeted to the ground. Luckily, you are the sole survivor of the crash, one of the guards having broken your fall. Now is your chance to prevent Vohaul from implementing his deadly plan. But first you have to evade the search party that comes after you, and deal with such hostile phenomena as man-eating mushrooms, monster-infested swamps, and all sorts of beastly things, including a hunter who rather fancies you — spit roasted!

Your character can be controlled through joystick, mouse, or cursor keys. I found the cursor keys to be more accurate, especialy when negotiating tight passages.

A speed control allows the character one of four different speeds, and *slow* is often the most useful, for the planet is not without its unexpected tight corners, which make the gameplay almost arcade-like. One of these occurs early on, when you meet up with a pulsating beast with sensitive tendrils draped over the ground. Tread on one and it will cocoon you in no time. A careful study of the tendrils will reveal that there is a clear if perilous path through, which in turn suggests that you must now travel through it.

But were there more than a couple of bugs in the program, or was my copy faulty? To the back of the clearing where the hovercraft crashed, for example, I went exploring behind a large tree, and then decided to walk out of the back of the picture. For a while nothing happened, until the Guru showed up meditating, and I had to reload — Workbench and all. There were a number of other occasions where the computer locked-up altogether, freezing the current picture, when I had tried to use a marginal exit. However, with sufficient saved game positions, this should not altogether spoil the game, however annoying it might be.

Someone's left a cot in the woods — and baby's having a fag.



I am only just about to get into the meaty bits, Guru permitting, and *SQ2* is proving an exciting and often hilarious adventure. If you haven't already played it, now's the time, before the arrival of the next in the series, *Space Quest 3 — The Pirates Of Pestulon*, due soon.

GRAPHICS	7
PUZZLEABILITY	7
PLAYABILITY	8
OVERALL	8

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CU LETTERS

Good game?

I have, what I think, is a very good idea for a computer game, and I would very much appreciate your advice on how to go about approaching a software company with the intentions of producing it.

I have mapped out the whole game, instructions and so forth, and what types of graphics etc I would use and so I would appreciate your advice on this matter.

R. Bowen,
Nottingham,

If you feel that your idea is marketable, providing you have a program to go with your game, most software houses should take a look at it.

Anyone who is lucky enough to have a game accepted will entitled to a fee, so if you do get to sign below the dotted line then take advice from some one who knows their legal stuff.

Full marks

I am a Commodore 64 computer owner. I would like to know whether there has ever been a game which got one hundred percent for graphics, playability and so forth.

If there has been, could you please tell me what it is and if it is still available. What's the best game that money can buy?

Billy Whelan,
Dublin, Ireland

Never. Can there be such a thing? Falcon managed 95%, but the best is yet to come from the Amiga and maybe even the 64.

Concerned

I have become absolutely sick and tired of looking through your mag and seeing the amount of Amiga reviews compared to the measly amount of 64 reviews. I have worked out that on average every month, there are four more Amiga reviews than 64 reviews. I know your mag is for all Commodore machines, but why must you favour the Amiga so much? And don't say you don't because you do. It really gets on my wick to look through your mag and see the endless amount of Amiga reviews, then shored near the back are two or three 64 reviews.

A couple of months back you used to have two pages for the Amiga but then, like a disease, it began to grow, killing off all 64 reviews, until it had taken over the whole magazine. And it's not as if it needs this amount, it's got five mags of its own while 64 owners only have three — and they've all been taken over as well. I used to think your mag was brilliant, providing brilliant reviews ALL for the 64. Not anymore, though. It's gone right down. Even the reviewers' choice has gone; they used to like the 64 now it's Amiga, Amiga and they pick one 64 game. Is this supposed to keep us happy? A few rubbishy reviews? Well let me tell you I for one am far from happy. If your magazine doesn't change soon I and my friends won't be buying it not for a long while.

Kirk Jones
Garston

The Amiga — a disease? Well you might see it that way, most sensible people won't. We don't favour the Amiga specifically, and neither do any other magazines. The five you suggest all cover the ST, other machines and PC's. In case you haven't noticed there's not a lot happening on the 64 scene in terms of quality or quantity. We're simply reviewing the games we get!! And the reviews are never rubbishy. This month's demo page features some excellent 8 bit work, the news covers both machines as does Tommy, Play To Win, Comps and Pokes. If you can do better elsewhere then by all means go — we think you and your mates will struggle.

Out of GAS

Yo!, I write with a complaint I'm afraid. What happened to Gas? I was sorry when it ended so abrubtly, and I'm sure lots of people want to know what happened to Ian and Elvis and Tommy Weight (boo!).

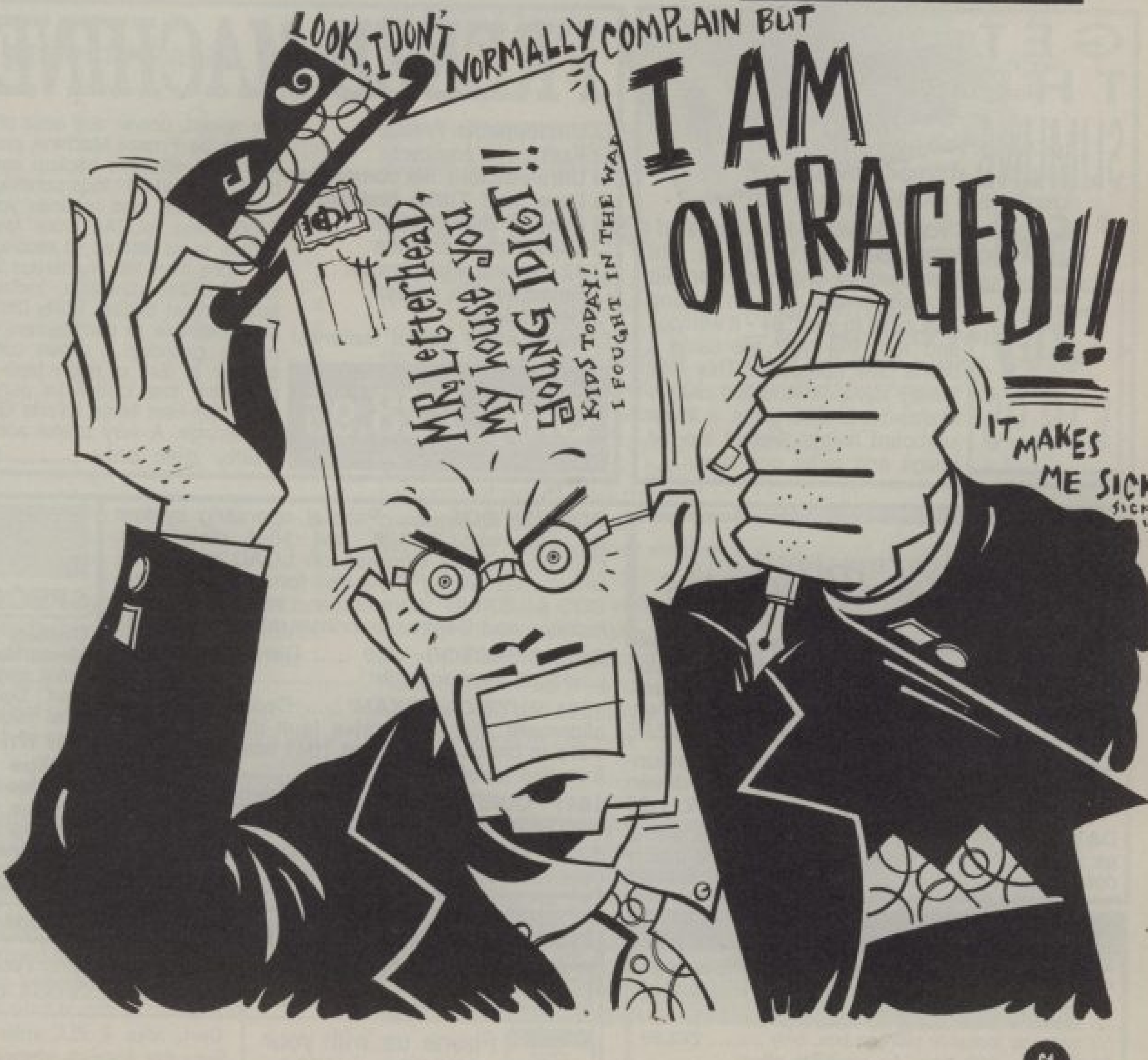
'Yes', I hear you cry, 'but what about Baby Einstein?' Well, let me tell you right, that it's good but not as good as GAS (sorry about that, Phil).

Being a reader of yours for over four years now, and never having missed an edition I might add, I think I deserve a fair hearing. Please make a GAS II or something. I would be ever-so glad.

James Burn,
Derbyshire.

Ever-so sorry, but GAS has gone. 'Baby Einstein', we feel, is actually pretty good, and it will returning now and again to grace CU's pages. The hearing will now adjourn . . .

Please send your letters to CU, Priory Court, 30–32 Farringdon Lane, London EC1R 3AU. There's free software for each letter published.



PLAY TO WIN HELPLINE

In need of some assistance? You've sliced your way through to level six, you're well on the way to finishing the game, then — '@*@!! — just when you thought that you were home and dry the game toughens up — then seems 'impossible' — to complete.

Help is at hand. If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the helpline and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

RESPONSES

DEFENDER OF THE CROWN

Stuart Hepton from Kilbride and David Jones from Middlesex both enjoy playing* Defender of the Crown *but wanted a 64 poke to help them through the game. The following from an anonymous hacker (contact us whoever you are!) will give you extra soldiers, knights and catapults.

```
1 FOR A=4096 TO 4203:
READ B: T=T+B: POKE A,B:
NEXT
2 READ B: POKE 51788 C,B:
S=S B: C=C 1: IF B<>1 THEN
2
3 IF T=12036 AND S>3133
AND S<3900 THEN SYS
4156
4 PRINT "DATA ERROR"
10 DATA 169, 15, 141, 56,
83, 76, 0, 80, 33, 42, 169, 16,
141, 177, 69, 76, 66, 65, 169
20 DATA 32, 141, 63, 194,
169, 36, 141, 64, 194, 169,
16, 141, 65, 194, 76, 18, 193
30 DATA 133, 173, 165, 175,
201, 1, 208, 10, 104, 104,
169, 16, 72, 169, 9, 72, 208,
4
40 DATA 165, 173, 145, 174,
200, 96, 169, 8, 170, 160, 0,
32, 186, 255, 160, 16, 32
50 DATA 189, 255, 169, 0,
162, 2, 200, 32, 213, 255,
120, 162, 255, 154, 189, 1,
17, 157
60 DATA 1, 1, 189, 131, 17,
157, 131, 1, 202, 208, 241,
169, 16, 141, 134, 1, 76, 3, 2
100 DATA 169, 89, 141, 53,
8, 169, 202, 141, 54, 8, 76,
46, 8, 169, 80, 141, 53, 8
110 DATA 169, 9, 141, 54, 8,
169
120 DATA ★: REM SOLDIER
130 DATA 141, 6, 2, 169
140 DATA ★: REM KNIGHTS
150 DATA 141, 12, 2, 169
160 DATA ★: REM
CATAPULTS
170 DATA 141, 18, 2, 76, 80,
9, 1
```

Replace the ★ with a number from 0 to 255. Warning. Don't take too many men because the game will crash.

TV SPORTS FOOTBALL

Alan Cameron from Manchester is interested in corresponding with players who have devised a 'super team' for* TV Sports Football. *Here is Haydn Potter's suggestion.

	RATING	SPEED	STRENGTH	HANDS	ABILITY
Q/B	2	6	5	6	6
LHB	14	3	2	5	1
RHB	6	6	4	6	3
FB	18	1	4	1	1
LWR	1	7	3	8	6
RWR	17	1	1	5	1
OFF LINE	5				
LILB	4	5	6	4	6
RILB	10	5	3	3	4
LOLB	7	6	4	3	5
ROLB	9	5	3	3	5
LC	3	7	5	6	4
RC	8	5	4	4	4
LS	15	4	1	4	1
RS	16	3	1	4	1
DEF LINE	11				
PUNTER	13		4		8
KICKER	12		9		4

I favour a slightly attacking bias in that my two best players are in offense and I have secured my biggest victories against teams with strong defense rather than offense. Fortune favours the brave but you need defenders to win.

Don't do zig zags unless you have good ability. A good offensive line seems to give you that extra second to make your mind up.

My punter needs accuracy rather than strength and the kicker the reverse, providing you have practised Angled kicks. I have scored from the 40 yard line with a modest kicker which is a 57 yard kick.

Defence is much harder. I favour 2 out of 4 cornerbacks or safeties to have speed and hands for interceptions — and 2 good OUTSIDE linebackers (my favourites) to deal with everything else! LILB is featured in every defensive lineup so has to be good. The rule of thumb is plenty of practise and more practise still.

ENQUIRIES

WASTELAND

I was sitting down the other day when I thought: 'Why not write a letter to some caring, sharing (slime, slime) people who, no doubt, will be of a lot of assistance with my worries. You see, I just luurve playing games, but my poor old brain just cannot get its way around a couple of problems in *Wasteland* (the old grey matter is usually OK, honestly!).

So now that's over with — here are the questions: where do you find the blood staff? How do you find Max and how do you get access to the underground in Darwin Village?

Someone help me, please!

Matt Holland, King's Lynn.
Code ref C1.

BARD'S TALE 2

After seeing a friend's game of *Bard's Tale 2*, Amiga, I went out and bought one of my own. The game is pretty good but can you please help me find a way of waking up Kazdek? Also, how do I negotiate Oscon's fortress?

Jonathon Rose, Seven Oaks.
Code ref C2.

● ***And the following people have asked for cheats and solutions: Jamie Smith (Code C5) from Doncaster has asked for a poke for* Rocket Ranger; *Terry Davies (C6) from Solihull wants to know how to get unlimited lives and extra weapons for* Fernandez Must Die; *Sarah Haines (C7) from St Davids had been looking for any hints or tips and a listing which will give her extra help with Dragon Ninja — but we beat you to that on one score, we're afraid, just turn to this month's pokes for a listing.***

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to.

HOW TO USE THE HELPLINE. It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing. The sender of each letter published will get a free piece of software — writing a nice, brief letter will help.

POKES

64

TECHNO COP

```
0 PRINTCHR$(147)
1 FORI=320TO404:READ
A$
2 L=ASC(LEFT$(A$,1)):L=
L-55:IFL<5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):R
=R-55:IFR<5THENR=R+7
4 V=(L★16)+R:C=C+V:
POKEI,V:NEXT
5 IFC<>7898THEN
PRINT"DATA ERROR!":END
6 PRINT"SAVE LISTING
FOR FUTURE USE."
7 PRINT:PRINT"SYS 320
TO START."
10 DATA 20, 56, F5, A9, 50,
8D, F5, 08, A9, 01
11 DATA 8D, F6, 08, 4C, 10,
08, A9, 5D, 8D, BB
12 DATA 12, A9, 01, 8D, BC,
12, 4C, 00, 10, A9
13 DATA 74, 8D, A3, 02, A9,
01, 8D, A4, 02, A9
14 DATA 89, 8D, AE, 02, A9,
01, 8D, AF, 02, 4C
15 DATA C8, 32, A9, 81, 8D,
1A, 45, A9, 01, 8D
16 DATA 1B, 45, 4C, 94, 43,
A9, 00, 8D, 05, 2D
17 DATA 4C, 00, 04, A9, 00,
8D, CA, 38, 4C, 20
18 DATA 08, 4C, 49, 00, 00,
00, 00, 00, 00, 00
READY.
```

Type in the listing and run it. Follow the on screen instructions.

The listing gives infinite time, nets and lives.

Tim & Ian Fraser

DRAGON NINJA

Type in this short listing and follow on screen prompts to load and run the game with infinite lives and infinite time.

```
0 REM DRAGON NINJA
CHEAT BY H M PUGH 1989
1 FOR X=400TO437:READY:
C=C+Y: POKEX,Y:NEXT
2 IFC=4015THENPOKE157,
128:SYS400
3 PRINT"DATA ERROR"
4 DATA 32, 86, 245, 169,
32, 141, 84, 3, 169, 166, 141,
85, 3
5 DATA 169, 1, 141, 86, 3,
96, 72, 77, 80, 72, 169, 173,
141
6 DATA 122, 128, 169, 0,
141, 76, 130, 104, 173, 32,
208, 96
```

Martin Pugh

More pokes for your page this issue with some corking cheats for the latest games. Our gratitude goes to messrs Pugh, Slack, Fraser and Fraser and to the rest of you who wrote in with your help. Send your tips and maps to CU at the address opposite.

And D Bunting from Derbyshire has written in with these hints for *Dragon Ninja.*

The key to the game is to stay on your toes and keep dumping.

Blue Ninjas are easy to get at with any move. Green Ninjas are a bit harder; the best way to get at these is with flying kicks.

However, Red Ninjas can be really infuriating. If you don't hit them the first time don't try again. Jump away then attack with a flying kick. On the other hand any move can hit the fire breathing fatty, but it's easier to use flying kicks so he doesn't have a chance to strike back.

On to the Staff Man. Don't try to punch him or else you'll get it in the ribs; keep flying kicking him and as soon as you land, fly kick again. Use the same technique with the man with the sickle and chain.

Level 6 contains spikes on the floor. Wait until the enemy jump the spikes, then hit them while they're in mid-air.

Finally, the Dragon Ninja. This guy is *mean.* If you jump high, you hit the helicopter blades; if you go on the lower level he throws shurikens at you. If you land on top of him quickly, jump out of the way or he'll floor you. To kill the Dragon Ninja, fly kick then retreat, then fly kick again. Keep doing this until he drops. Then go and enjoy your burger with the president.

BATMAN

```
10 PRINTCHR$(147)
20 FORX=364TO400:C=C
+Y:POKEX,Y:NEXT
30 IFC<>4096THEN
PRINT"DATA ERROR!":END
40 INPUT "DO YOU
REQUIRE INFINITE
EVERYTHING FOR PART 1
OR 2?";B
50 IFZ=2THENPOKE394,
210:POKE395,126
60 SYS364
70 DATA 169, 128, 133,
157, 32, 86, 245, 169, 32,
141, 84, 3, 169
80 DATA 134, 141, 85, 3,
169, 1, 141, 86, 3, 96, 72, 77,
80
90 DATA 72, 169, 181, 141,
159, 125, 104, 173, 32, 208,
96
```

M. Hunter

CAPTAIN BLOOD

● When using the OORXX to land on a planet, press Runstop. The picture will then stop and it there is can Alien on the plant you will find it without having to fly to the end of the canyon.

● When you start the game, always land on the first planet you start on. Use the cheatmode (Runstop) and you will find an alien called Small Yoko. Get him on the ship and teleport him down on a strange planet. He will then die. As he dies he will give you the coordinates to a planet with a croolis on it. The croolis will give you a task to complete.

Michael Porter

AMIGA BOMBUZAL

Level 18 — D, L, Activate Droid, R, U2, R, U2, R2, U2, R2, Pick, L, Drop, U2, then blow up A-Bomb when the moved Swell Bomb is Showing Larger Medium, R.

Level 19 — L, U4, R, B, L, D3, R, B, U, L5, D2, B, R2, B, U4, B, L2, B, R.

Level 20 — R2, D4, R, Switch, D2, Switch, L3, U, B, D, R6, U5, B, D4, B, D, L2, U4, L, U2, B, L.

Level 21 — R2, D2, R2, U2, R2, D3, R2, U, B, U, Switch, L2, B, D, L2, U, B, U, L2, U, B, U, L2, D, B, D, D, L2, U, B, U.

Level 22 — D, B, U, R, Switch, R, Switch, D, Switch, D, Switch, R, Switch, R, Switch, U, Switch, D2, Switch, D, Switch, L, Switch, L3, B, R, D, Switch, D, R, Switch, L, U.

Level 23 — R2, D2, L2, D2, R2, D2, L, B, L, Switch, U2, R, B, R, U2, L, B, L, U2, R6, Switch, L2, D4, Switch, U4, R2, D2, Switch, U2, L2, D4, R", Switch, L2, U2, Switch, D4, R, B, L.

Level 24 — L6, U3, Switch, D, Switch, 13, Switch, R/, Switch, L2, D, L, B, U, R, U, Switch X2, L2, U2, B, L.

Level 25 — R, D9, R10, D, B, R.

Level 26 — D5, R8, U4, L2, D2, L2, blow when the Swell Bomb is small, u.

Level 27 — L, U2, L2, Switch, D2, L2, Switch, U, R, U, R2, U2, Switch, L3, Switch, D, R, D, R, Transport. b. D.

Level 28 — R2, D2, B, D2, Transport, D, B, U, R, Transport, U3, Transport, L2, B, R2, D2, B, L2, Transport, U2, R3, U, B, U, L2, Transport, L, B, R, L2, U2, B, U.

Level 29 — R2, D, R, B, L, U, L2, D2, B, D2, R2, U, B, D, R, B, R, U2, R, U2, R2, B, L2, D, B, D, L, B, D2, R2, U, B, D, R, B, R, U2, L, B, R2, U, B, D2, B, R2, B, R, U3, L, B, R, D4, R, B, L, U3, R, B, R2, B, R2, B, D3, R, B, U, L, B, U2, B, U, R2, B, R2, B, L, D2, L, B, R2, D, B, R.

Level 30 — R2, D, R, Pick, L, D, L, D, Drop, U, L, U2, R, U, Pick, D, R, D2, L, Drop, B, R.

These directions are for either 2D or 3D but 2D is easier to do.

PLAY TO WIN

MAPPERS WANTED

If you can

a) Crack any game (Amiga or 64)
b) Map clearly and logically
c) Produce nice artwork

We'd like to hear from you. Both (a) and (b) are essential. (c) is less important — we can always have your work redrawn. Either way there's good money and all the prestige of working for CU on offer to freelancers who can crack, map and produce tips to games.

Apply in writing, with examples, to CU Mappers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

SPACE HARRIER

This program will supply you with unlimited lives.

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. Follow the instructions on the screen.

Listing

```
10 REM *** SPACE HARRIER
CHEAT (C) DAVID SLACK ***
20 CHECK=0
30 CHEAT=1280&
40 FOR N=CHEAT TO
1348&
STEP 2
50 READA$
60 A=VAL("&h"A$)
70 CHECK=CHECK+A
80 POKEW N,A
90 NEXTN
100 IFCHECK<>254217&
THENPRINT "ERROR IN
DATA":END
110 PRINT:PRINT "PLEASE
INSERT YOUR SPACE
HARRIER DISK IN DF0:"
120 PRINT:PRINT "AND
AFTER CLICKING ON
CANCEL TWICE PRESS ANY
KEY."
130 A$INKEY$:IFA$=""THEN
130
140 CALLCHEAT
150 DATA 2C78, 0004,
207C, 00FE,
88C0, 43F9, 0007, 0000
160 DATA 303C, 0145,
12D8, 51C8, FFFC, 22FC,
DBFC, 0000
170 DATA 22FC, 007E,
4E5D, 32BC, 4E75, 4EB9,
0007, 001A
180 DATA 41FA, 000A,
2948, 0176, 4EEC, 000C,
31FC, 3E2E
190 DATA 3BE0, 4EF8, 38A0
```

David Slack

SUPER HANG ON

This following program will give infinite time for *Super Hang On*. Boot up Amiga Basic and type in the program and save it for future use.

```
10 REM CRACKED BY ANDY
GRIFO, HANG-ON, CHEAT
20 CHECKSUM=0:TOTAL=
887585:CRACK=262144
30 START=262144:FINISH
=262279:GOSUB70
40 RESTORE260:START=
466890:FINISH=466918:
GOSUB70
50 RESTORE280:START=
512:FINISH=535:GOSUB70
60 GOTO110
70 FORN=START TO FINISH
STEP2
80 READA$:A=VAL("&H"+
A$)
90 CHECKSUM=
CHECKSUM+A
100 POKEWn,a:NEXTn:
RETURN
110 PRINT "YOUR
CHECKSUM = ";CHECKSUM
120 IFCHECKSUM<>
887585THENPRINT "DATA
ERROR. TRY AGAIN":END
130 PRINT "PLACE HANG-
ON IN DRIVE 0. THIS
PROGRAM SHOULD"
140 PRINT "BE USED AFTER
THE AMIGA IS TURNED ON,
NO RESETS"
150 PRINT "THE MEMORY
MUST BE CLEAN???"
160 INPUT "CLICK ON
WINDOW AND PRESS
RETURN TO BOOT GAME",
Grifo$
170 CALLCRACK
180 DATA 6100, 003E,
337C, 0002, 001C, 42A9,
002C, 237C, 0000
190 DATA 0400, 0024,
237C, 0003, 0000, 0028,
4EAE, FE38, 23FC
200 DATA 0004, 0032,
0003, 021A, 4EF9, 0003,
000C, 33FC, 6890
210 DATA 0007, 2038,
4EF9, 0007, 2000, 2C79,
0000, 0004, 93C9
220 DATA 4EAE, FEDA,
45FA, 009C, 2480, 43FA,
0086, 4EAE, FE9E
230 DATA 43FA, 002E,
4280, 4281, 41FA, 0014,
4EAE, FE44, 43FA
240 DATA 001E, 45FA,
006A, 234A, 000E, 4E75,
7472, 6163, 6B64
250 DATA 6973, 6B2E,
6465, 7669, 6365
260 DATA 0C79, 4EF9,
0007, 2222, 6600, 003E,
23FC, 0000, 0200
270 DATA 0007, 2224,
4EF9, 0007, 2012
280 DATA 23FC, 11FC,
0035, 0000, 500C, 23FC,
6D36, 4E75, 0000
290 DATA 5010, 4EF8, 0300
```

Andy Grifo

GAUNTLET 2

The program below will give infinite health. Load up Amiga Basic and type in the program and then save it for future use. When the white requester box comes up click cancel on both of them.

```
10 REM ***CRACKED BY
ANDY GRIFO, GAUNT 2.
CHEAT ***
20 CHECKSUM=0:TOTAL=
758822:CRACK=262144
30 START=262144:FINISH
=262271:GOSUB60
40 RESTORE270:START=
304:FINISH=355:GOSUB60
50 GOTO100
60 FORN=START TO FINISH
STEP2
70 READA$:A=VAL("&H"+
a$)
80 CHECKSUM=
CHECKSUM+A
90 POKEWn,a:NEXTn:
RETURN
100 PRINT "YOUR
CHECKSUM = ";CHECKSUM
110 IFCHECKSUM<>TOTAL
THENPRINT "DATA ERROR.":
END
120 PRINT "PLACE
GAUNTLET 2 IN DRIVE 0.
THIS PROGRAM SHOULD"
130 PRINT "BE USED AFTER
THE AMIGA IS TURNED ON,
NO RESETS"
140 PRINT "THE MEMORY
MUST BE CLEAN???"
150 PRINT "EVERY TIME
YOUR HEALTH REACHES
500, THE AMIGA'S POWER
LIGHT"
160 PRINT "WILL GO OFF
OR ON, INDICATING THAT I
HAVE RESTORED 25000
HEALTH."
170 PRINT "THIS WILL
HAPPEN EVERY TIME YOU
GET TO 500 HEALTH."
180 INPUT "CLICK ON
WINDOW AND PRESS
RETURN TO BOOT GAME",
AGrifo$
190 CALLCRACK
200 DATA 6100, 0036,
337C, 0002, 001C, 42A9,
002C, 237C, 0000
210 DATA 0400, 0024,
237C, 0003, 0000, 0028,
4EAE, FE38, 33FC
220 DATA 0000, 0003,
0088, 33FC, 0130, 0003,
013E, 4EF9, 0003
230 DATA 000C, 2C79,
0000, 0004, 93C9, 4EAE,
FEDA, 45FA, 009C
240 DATA 2480, 43FA,
0086, 4EAE, FE9E, 43FA,
0002E, 4280, 4281
250 DATA 41FA, 0014,
4EAE, FE44, 43FA, 001E,
45FA, 006A, 234A
260 DATA 000E, 4E75,
7472, 6163, 6B64, 6973,
6B2E, 6465, 7669, 6365
270 DATA 23FC, 4EB8,
013E, 0000, 0C90, 4EF8,
0800, 23FC, 4EF8, 0150
280 DATA 0000, 53C0,
4EB9, 0006, B534, 4E75,
0879, 0001, 00BF, E001
290 DATA 317C, 07D0,
000E, 4EF9, 000, 53B6
```

Andy Grifo

There there is an amendment to last month's *Sword of Sodan* cheat. In line 210 read 8E1A instead of 8ELA; and line 240 should read DATA 009C, and not DATA 0009C. Sorry, but we are doing our best to banish the gremlin forever.

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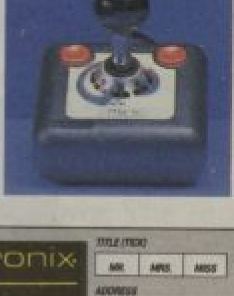
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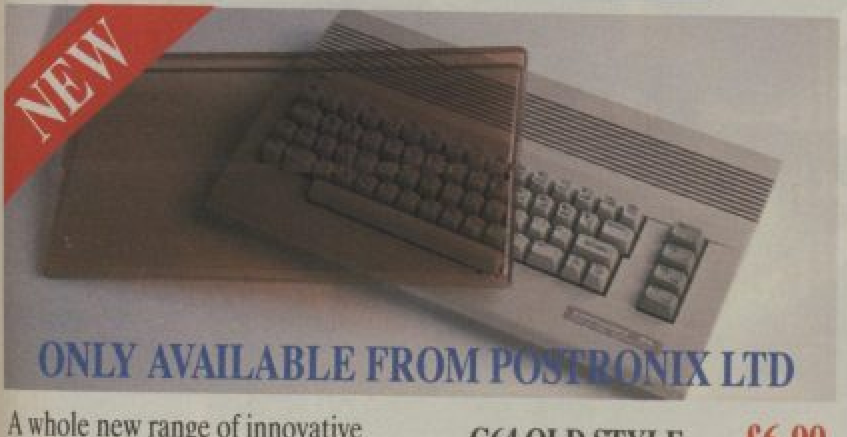
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LASER SQUAD

Having problems with Target Games' brill new war game, *Laser Squad*? With the help of Target's Julian Gollop and baby brother, Nick, CU's Tony Dillon has come up with a complete cross section of hints and tips. 'So now I can go off to war!' yells Tony. He's well-hard is our Tone ....

THE ASSASSINS

You can enter the house through the door, or by blowing a hole through the wall with a rocket launcher. Speaking of the rocket launcher, you can actually blow away huge interior chunks of the house with it as well. That way, you can kill Sterner Regnix without even entering the house. When it comes to dealing with Sterner, the very instant you spot him, concentrate solely on obliterating him. You don't get points for destroying enemy robots.

Most useful weapon: Rocket launcher with a supply of extra rockets.

MOONBASE ASSAULT

Don't use Rocket Launchers in this scenario as there isn't enough room to fire one. Watch out for the fuel dumps: hitting one of these can be dangerous to the health of whoever happens to be standing near. If one goes, it will cause a massive chain reaction. If you run out of ammo, try scavenging some dead bodies. After all, a dead man don't need bullets.

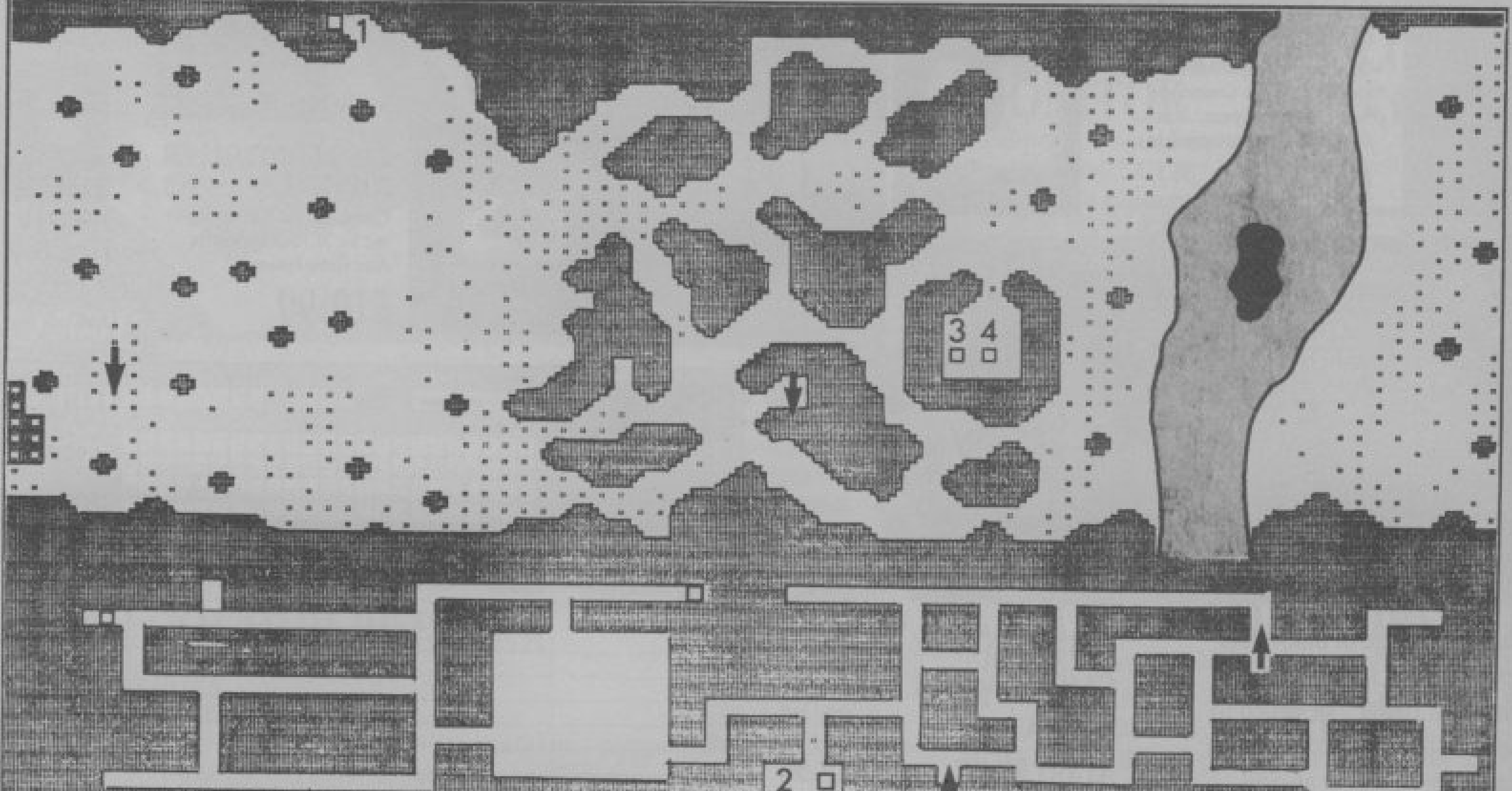
The main control room in the centre of the complex is where most, but not all, of the databanks and analysers are kept. By the way, there are two ways of winning this scenario: destroying the quota of databanks, or just wipe out the enemy.

Most useful weapon: Anything except Rocket Launchers; but the Sniper Rifle is probably the most accurate.

RESCUE FROM THE MINES

You can only blow open the prison doors using heavy explosives, so make sure

□ Chest
□ 1 Chest containing key to chests
□ 2 Chest containing key to locked doors
□ 3,4 Chest containing weapons
↓ Secret passageway to underground level
↑ Secret passageway back to surface



PLAY TO WIN

you are carrying at least three loads. Also carry extra weapons for the prisoners. One of your enemies, Corporal Riko, is carrying an item known as the video key. Kill him, take the key, stand in front of the video screen, and you can turn on all the video cameras, allowing you to see where each and every of the enemy units is. One more handy tip. When deploying, put all of your units in one area. Spreading them out makes a long, but very weak barrier. It's better to concentrate your attack, than to spread it too widely.

Most useful weapon: AP-75 grenades (at least three of them).

THE CYBER HORDES

Before you go searching on your program cassette for these final two scenarios, I had better warn you that they aren't there. *Cyber Hordes* and *Paradise Valley* are actually contained on the *Laser Squad Expansion Pack 1.* You'll find the order form for it in the back of your game instruction. It's a bargain at only £3.99.

There are a few locked caskets scattered about the map, containing lots of weapons and goodies. The keys for these caskets can be found in the open casket in the bottom-right area of the base.

The only way to destroy the battle droid is to drop a AP75 grenade on top of him, and sometimes even that can't kill him. Shooting him in the back with a Marsac Auto Cannon might phase him a bit. Perhaps.

Most useful weapon: AP75 grenade (accurate and very, very powerful)

PARADISE VALLEY

If you study the map, you'll spot that it's a bit of a maze this one. There are two locations that are only accessible by going through two or more secret passages, and these locations contain extra weapons and things. Just to help you out a little, we've printed the complete, labelled map of *Paradise Valley*, with all the secret passages marked. We tell you where the passages begin and end, but we won't tell you which entrance links with which exit. We wouldn't want to give it all away, would we?

All the natural habitants (that's anything other than the Sectoids) reappear three turns after being destroyed; so it isn't advisable to hang around for any length of time. The only real way to survive is to keep all of your men together. Move slowly and always, repeat, always leave your men on opportunity fire.

Most useful weapon: Auto Cannon.

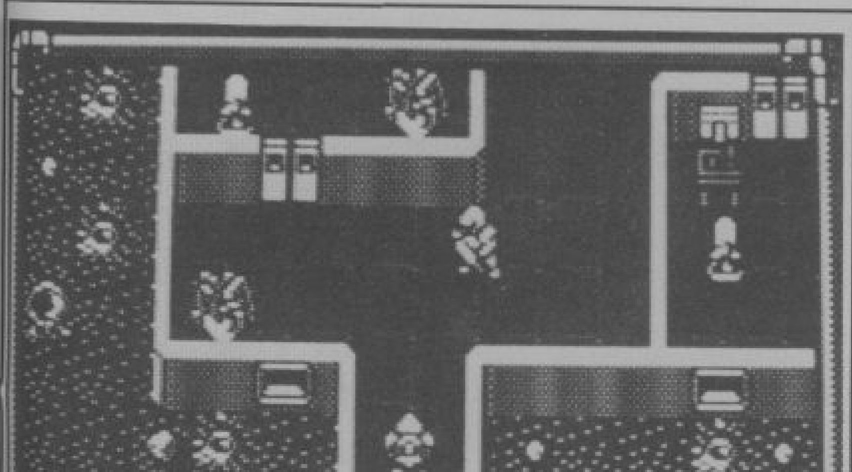
MISCELLANEOUS

As a rule always equip one of the Corporals with a three or four rated armous. That way if the worst comes to it a least one person stands a chance.

As well as the weapons detailed also equip other memers of the squad with Mk 1's or if that's to expensive Marsec Auto Guns as these as powerful and safe to use at short ranges.

Grenades are very important throughout the game, try to have as many members of the swuad as possible carrying AP50's as these can be thrown over long distances and have a wide area of effect, essential if you know somebody is hiding just around the corner.

Equip your men carefully.



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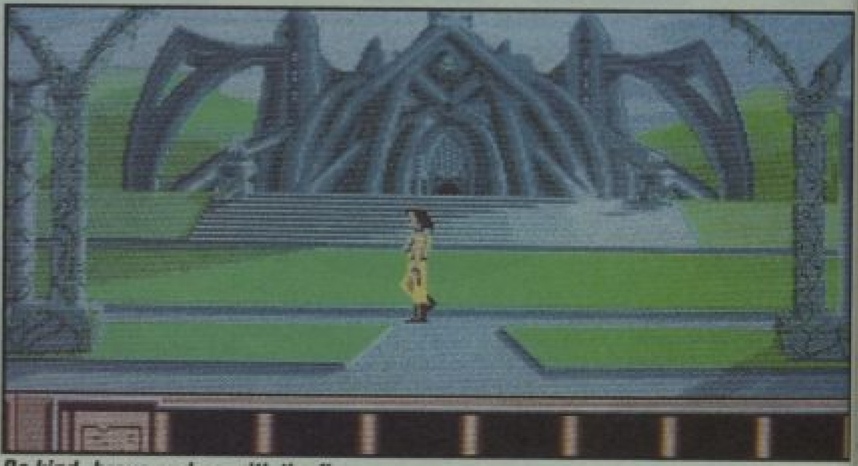
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Remember, it's not always wise to fight.



Be kind, brave and go with the flow.

THE KRISTAL

It's Kristal tips (and Alistair) time this month, as Play To Win takes a look at the excellent new game from Prism Leisure. 'Yo-ho-ho and a bottle of diexeylreximine!' cry Fission Software's Rodney Wyatt and Michael Sutin, as they beam down to Earth with these hints and tips.

Remember that *The Kristal* is an unusual game which encompasses elements of a traditional adventure with straight shoot 'em and beat 'em up sequences. A flexible approach is essential to complete the game — so, for instance, if you will insist on thrashing everyone you meet to within an inch of their lives don't expect to pick up clues. By far the best character upon which to model your actions is someone like Robin Hood. Following the age-old virtues of bravery yet decency will give you a good approach to getting through the game.

HELLO TREES, HELLO SKY

Not surprisingly, the game contains elements of 60s and Eastern philosophies. Raising one's psychic points therefore becomes an important ingredient in the gameplay. Roughly translated, psychic points are Karma, which is an old flower power term for good deeds; so don't be afraid to give to charity as a good deed can pay handsomely in terms of extracting information. Be someone's pal and he may just help you. But don't target that different rules apply when it comes to encountering the forces of Chaos; if you do come across an irrational and evil being you have the right and the option to kill him.

SWORDS AND SOCERY

Only certain characters are able to fight you. To do this press F9 and following the disk prompt. This will only work when there are no speech bubbles present.

Dancis doesn't have to fight, but a successful bout of cut and thrust will endow him with extra strength which helps a great deal when dealing with the surprise guests toward the end of the game (ie the ultimate forces of Chaos).

A comprehensive array of books, kicks, thrusts, shuffles and jump chops are at your disposal. The sword fights are a modified version of Katnagari, and, as this is a Korean martial art which has evolved through the mystery of the centuries, you should expect some nifty and subtle combat. But as much as time yields the great unanswered questions so time will yield the everlasting truths. Just as it was for the Katnagari masters, in the cosmos of the future an opponents crotch is his most tender part. 'Boot in the groin' are three little words to bear in mind; targetting it should have an effect on even the most scurrilous of foes.

And if this all sounds a little too ghastly and you do decide to opt out of a scrap that's OK. If you lose, you will not die but you will lose strength.

THE GREAT SEARCH IN THE SKY

Keeping a note book by your side is, perhaps, the most revealing piece of advice you could ask for. It's a small and simple point, yet one which can be overlooked in this complex game. Make constant notes and the battle's half won.

When you zip around the galaxy on your cosmic voyage, you can select your destination from the cryptic symbols on the screen. Look at the top of the screen and when you approach a planet its name will appear. Matching the name of the planet to the symbol which represents it will help you in the quest for the Kristal.

SHOOT 'EM UP

Like the Hun in the sun from an earlier war, the enemy space craft can shoot you down before you realise what's hit you — only this time round the opposition hides behind planets. You can lock onto the whereabouts of these by using your planet indicator to your right. It will begin to pulse once a planet is 'homed' and it will continue to do so until it is reached.

FLASH THE CASH

Once again, it can pay to give to charity — but one warning: be thrifty with the dosh as you do not have a bottomless purse. Cash will buy you food and the benefits of that are obvious. There are certain characters in the game who will give you cash, so the way which you get on with people is very important. The Kring is just one of the people in this game who'll give you money.

PLAY TO WIN

YOUR PERSONALITY

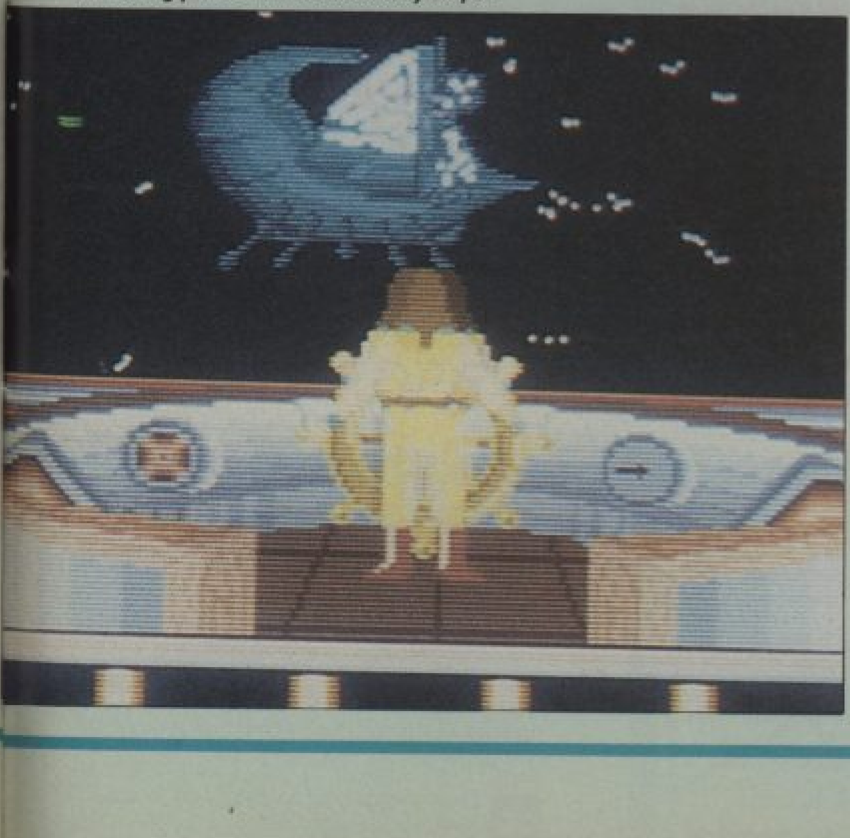
Accentuate your positive points. Have long conversations with each character and 'listen' carefully to what they have to say. Be inquisitive and don't be put off if someone doesn't want to speak to you. You can always come back to them at a later date.

There are major and minor characters in this game. Malvalla, Gru of Grus, is of paramount importance and make sure that when you meet Gloop that you stick with him, despite his constant burbling.

THINGS TO REMEMBER

- Find the Begger and give skringles *twice*, then accept POMMEL.
- Find Gloop and ask 'What do you do?'. Accept the INVITATION.
- Tell the Guard at the Palace 'I have an invitation'. Enter the Palace, proceed past Nedrod to the Kring, who will give you SKRINGLES.
- When you meet the Princess, tell her 'it's a secret' and gain the RING OF BELZ.
- Pick up the SCROLL from the arch to the right of the green door in the town.
- Be nourished. Buy some FROODLE and FRANDANAS from Sereena in the market square and use them for strength.
- Give to charity to Boris the Butler, making a friend and gaining some points.
- Go through the green door, through the centre arch in the spaceport and then on to your ship.
- Remember to choose the top icon for Zapminola and take off.
- When travelling in space, it is best to decellerate and keep the enemy as small as possible while shooting them and their bullets. As soon as you have disposed of a wave of them, accelerate towards the small planet but slow down as soon as a fresh wave appears. Continue this process until you reach your destination.
- Find Aunt Polly, ask her 'Who are you?' Luckily, you can now accept MULTIPEP.
- Pick up the HEATPRO TABS outside the Kring's Head and return to your ship the way you came.
- Fly to planet Glysta. When you get there, pick up the PSYCHISORBER and have swordfights to gain experience.

A flashing pulse will locate enemy ships.



FISSION CHIPS SOFTWARE



Fissioneers. Left, Michael Sutin, and right, Rodney Wyatt.

The genesis of *The Kristal* goes back to the Sixties and the era of the Long Hair, and, more specifically, the peace and love musicals, 'Jesus Christ Superstar' and 'Hair'.

The Kristal is itself based upon a mystical stage musical written by Michael and Rodney, and although the two men are its Creative Directors rather than its programmers, indisputably they are the driving force behind this new game. And they're no dull sprockets types for sure.

Michael's previous game was *Play It Again Sam*, which he co-wrote with Alex Mills. Rodney, on the other hand, has never worked on a game before — but he has been an RAF photographer; he once played guitar for David Bowie and Long John Baldry(?!); and he was a journalist in America and has numerous credits to his name for TV, radio and the stage.

In 1967, Michael Sutin developed the 'Dreamscreen', which was a box of coloured images and moving patterns that was designed to sit in dance halls and provide a therapeutic experience for people in dentists' waiting rooms. After a brief spell as a lighting consultant, Michael became a stage manager with the touring version of 'Jesus Christ Superstar' and enjoyed a small moment of fame appearing in the nude musical 'Hair'. Beats working for IBM...

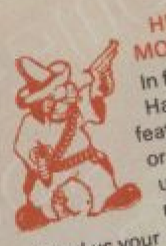
When CU caught up with Rodney and Michael it was the time of the World Heavyweight Boxing Championship. Mike Tyson had recently claimed that his aim was to punch Frank Bruno's nose back into his face and Rodney was more engrossed in talking about the fight.

One might be led to believe that it was the era of 'Hair' which gave rise to those sadly-battered notions of pleasure, the raised conscious and respect for women's rights and a couple of these ideas have allegedly made their way into *The Kristal*.

Despite this, at the time of going to press, Michael had made certain 'additions' to *The Kristal* by programming in a massive, alternative lewd vocabulary which allows the games player to make suggestions to *The Kristal*'s female characters.

Programming for the game was masterminded by Giulio Zicchi, assisted by Justin Garvanovic, John Edwards and Alex Mills. Chris Petts and Julian Edkins helped with the design.

Rodney Wyatt and Michael Sutin are currently working on a new game, *Aquamarine*.



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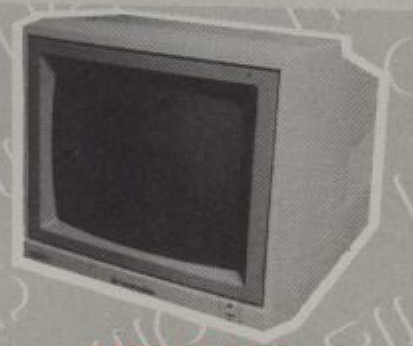
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SOMETHING of a swash buckling theme this month. You've already had *The Kristal*, and now Play To Win is about to go off on a search for a chest full of plunder for Palace's *Cosmic Pirate*. 'Blimey, lads, we're jolly rogered!' squawked the boys from Zippo Games, as they sailed into port with their hints and tips.



MAXIMISE YOUR PIRACY RATINGS

At the start of each mission, build up a large score of a few thousand before going though the first toll gate. Keep your score at this level throughout the mission, ie always ensure you have a good enough score to pay the toll before you enter a sub-sector. This means any aliens you kill are deemed 'unnecessary kills' (as you already have enough score to pay the toll). This counts twice as much toward your piracy rating as 'necessary kills'.

When your piracy rating reaches a score of 1000 and 2000 your entire ship will be upgraded to a new model, entirely free of charge.

UPGRADING YOUR SHIP

BUY SHIELDS FIRST. As soon as you have enough money, buy a better shield unit. These are by far the most useful item and increase your chances of survival considerably. The effect of a shield unit is subtle and rather unspectacular (it simply increases the rate at which your shields are recharged) so the temptation is to buy a weapon or drive unit. Don't.

Once you have a good shield, the next purchase is a new weapon; but don't bother with the cheapest models as they don't do a great deal more than fire faster bullets. More expensive weapons will kill any alien with a single shot. This is very useful, especially on planets.

Drive units are a bit of a red-herring. Although they do improve your speed and acceleration, they aren't really necessary as you already move faster than everything else (and it is possible to go too fast!).

THE SECTOR MAP

When you are planning your way across the sector map, remember that the easiest route may not always be the shortest.

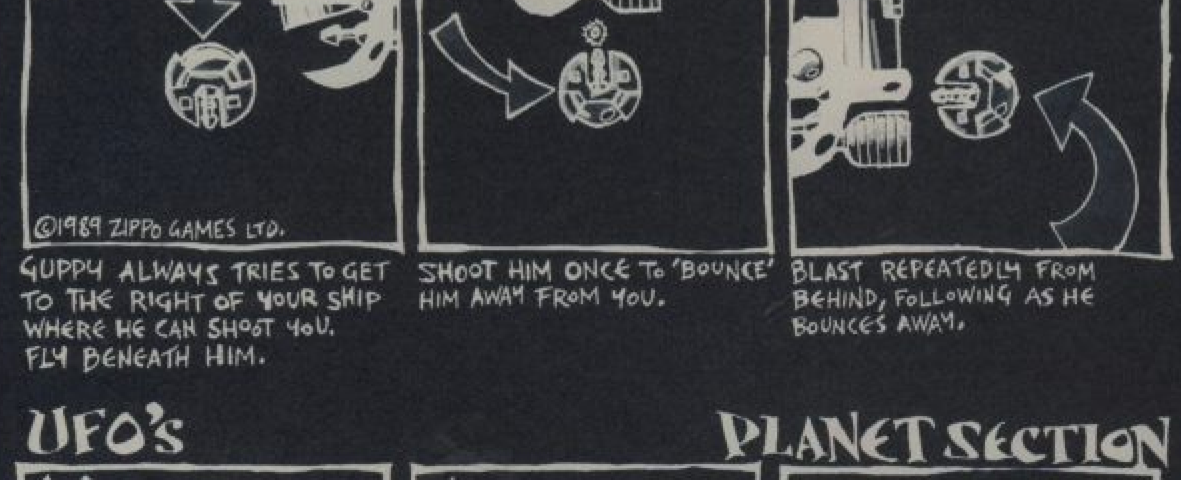
Although black squares on the map require no toll, they won't repair any damage when you pass through them.

SPACE TRUCKS AND SMART BOMBS

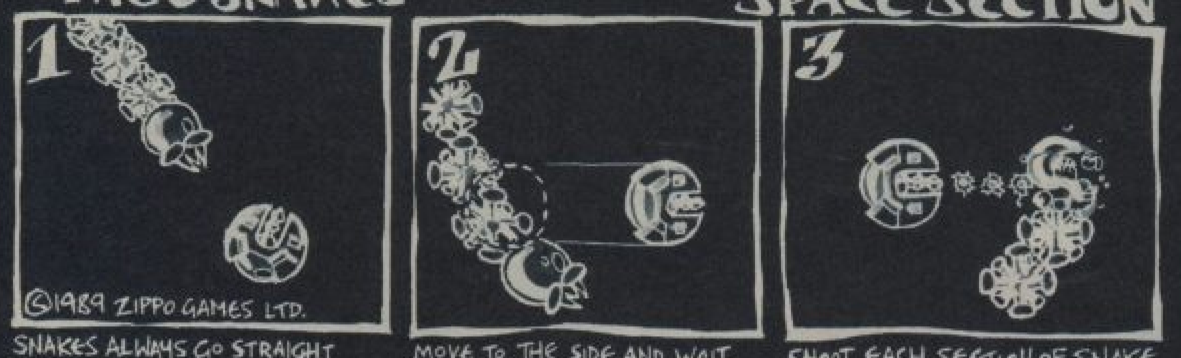
Make sure you have plenty of smart bombs before you enter the sub-sector which contains the spacetruck.

When you attempt a raid on a spacetruck with smart bombs, try to get as many of the trucks with guns as possible. These are the most vulnerable, and a smart bomb can destroy any number of guns as long as they are still visible to the eye.

PLAY TO WIN







MYSTERY FEATURES

Cosmic pirate has a number of hidden features: we're not giving too much away just yet but here are few clues to help.

- Try pressing full stop "." whilst you are in the pause mode
- In *DISASTEROIDS*, the score you get for shooting asteroids is not random, and there is a strategy for gaining higher scores.
- Extra weapons and drive units etc. will work in the simulators. This is especially useful in *DISASTEROIDS*.
- Every copy of AMIGA *Cosmic Pirate* is unique (try looking at a friend's copy). The differences mainly affect the control panel during the main game. This feature is initialized the first time the game is played but there IS a way to reset it!.
- Visiting planets can make attacking space trucks easier!

EXTRA TIP

In *DISASTEROIDS*, on every fourth sheet, the asteroids take two shots, but if you complete this level, 75% of your damage is repaired.

Cosmic Pirate is released on Palace Software's OUTLAW label and is designed and programmed by ZIPPO GAMES.

BONUSES

Bonus objects appear at random whenever an alien is killed. If they are not collected quickly they turn into deadly homing these. There is no effective strategy against missiles, other than fast reaction, so it is best to collect all bonuses. More useful bonuses are used the quickest, so go for those first (especially black or transparent) but remember that red bonuses destroy everything, including other bonuses.

When you've landed on a planet, if you don't have a really good weapon, try shooting aircraft rather than the large saucer. With luck, one of these will leave a red bonus which will kill the saucer for you automatically and you still get paid.

HAM IT UP!

A GUIDE TO ANIMATION ON THE AMIGA

If animation brings to mind rows and rows of artists slaving round the clock to put together a couple of seconds of film, think again, the end result may not quite be Walt Disney, but there are now several packages for the Amiga which allow you to create stunning results with very little effort, and, more importantly, no technical knowledge. If it seems a shame to use your machine just as a games console, for a bit more than the cost of a copy of *Dragon's Lair*, you could get into something likely to give you lasting, and creative, pleasure. The only real problem is Amiga owners are spoilt for choice with more than a dozen animation packages available. Knowing what you want is the key and this month we review two new animation systems, give you a round-up of the rest and take a look at what's going on in the broader world of computer animation.

Animation packages work by drawing 'tweens', which means the frames of an animation in between what you've drawn. You can draw a circle on one side of the screen. Then, taking a new blank frame, draw a square on the other. Run your "movie" and the program will animate the transition between shape, colour and place.

A good animation package is one that makes it easy to do this and is capable of adding other effects such as rotating and stretching objects and, on more expensive ones, working in 3-D and doing shading. In addition to this most animation programs have built-in art packages of varying qualities. These are essential for convenient editing and creation of frames, but all programs can import IFF files from other art programs like *D-Paint*. Other considerations are the ability to manipulate text and sound, but don't be swayed by pretty pictures on the back of the box; these have little to do with what's inside.

The commercial applications of animation are endless from creating storyboards for adverts, to doing company presentations. Compared to dedicated systems, the Amiga is always going to leave you a few rough edges and slightly jerky movements, but not everyone has £60,000 plus to spend and with a bit of imagination comparable results are possible. Alternative Image are an animation company that work exclusively on the Amiga (though theirs is an A2000 with 3Mb RAM and a 20Mb hard disk) and are very happy with it. Recently they've been doing presentations for Playback, the film training company run by Mel Smith and Griff Ghys Jones, and a piece for Walker's Crisps.

"The Walker's piece was done with Viewscape and lasts just over a minute. The ship comes at you from out of space, towards the Earth and down to the surface, where it lands on a conveyer belt full of crisp packets."

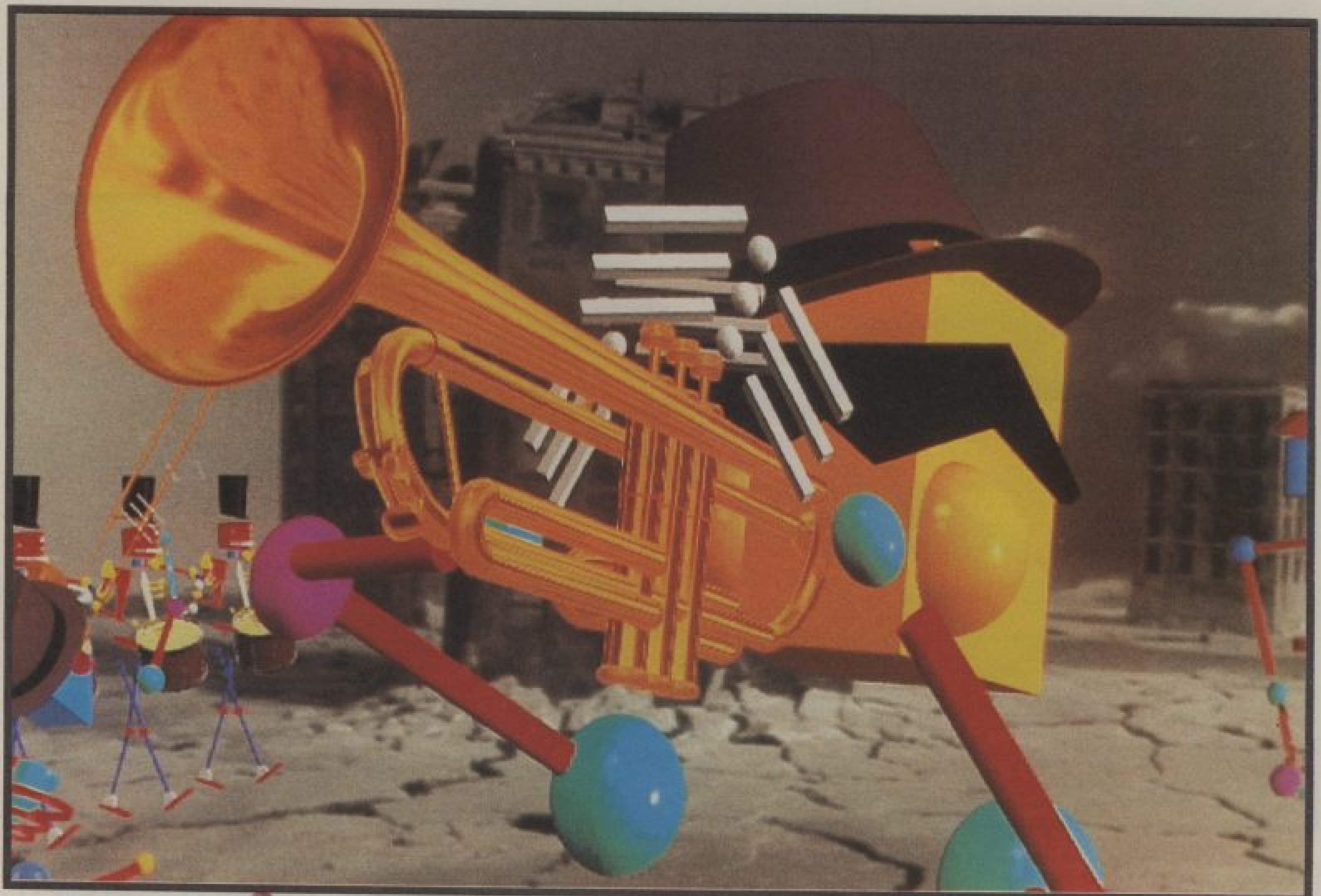
Henri Bujko, a founder member of their production team, has done an exclusive animation for us which will be shown at EMAP's Golden Joystick awards next month, naturally enough of a golden joystick spinning in space next to the magazine's logos, and very nice we think it looks too.

"The only thing we wish Commodore would provide is a high resolution screen capable of showing at least 256 colours at any one time, but what other animation system can you play *Rocket Ranger* on?"

At the very top end of computer animation there are things like the stunning intro sequence to "Wired". A collaboration between production company Snapper films and animation specialists Digital Pictures, the sequence proved to be so complex, featuring so many different variables, the software had to be invented to cope with it. The end result is already the recipient of over a dozen awards and is up for a prestigous BAFTA award this month, but an even better measure of its impact is tht its frenetic drumming character — "Madbastard" — receives fanmail.

"It's quite an amazing acheivement for an animated graphic, but people really see it as having a personality of its own," says Matt Forest, who directed the project. Madbastard will in fact be getting a complete T.V. show of his own this autumn which will be a mixture of computer animation and live action. "The Bad Attitude Show" will be set in Madbastard's "underworld", where he'll entertain his guests. Not a bad achievement at all, maybe the BBC should give the Nine O'Clock News graphics a show of their own





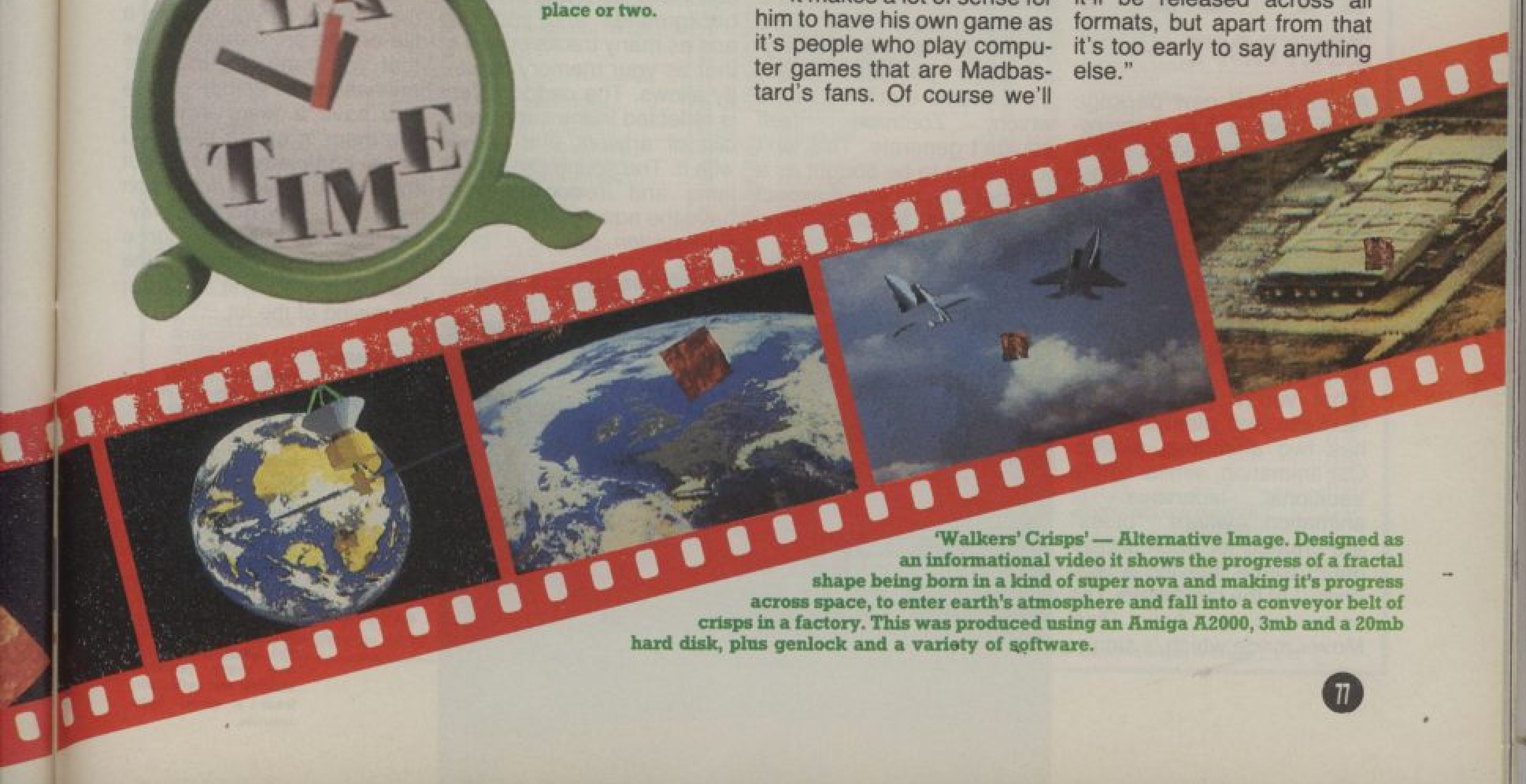


Mainstream computer animation is now finding a regular niche in TV commercials. The latest ad for McEwans low-alcohol lager was commissioned by Collet Dickenson Pearce and animated by Snapper and Stylus, pushing the boundaries of computer animation back a healthy place or two.

Matt Forrest from Snapper drew sketches for 'Wired' in 2D animation. Then Digital Pictures then transferred the image into 3D, giving the title sequence for 'Wired' the class of a £½ bank ad but at a snip of the price. Oh, and the storyboard was produced in seven minutes flat.

CU can exclusively reveal that in addition to his own show, there will be a Madbastard game which will be released simultaneously.

"It makes a lot of sense for him to have his own game as it's people who play computer games that are Madbastard's fans. Of course we'll be making sure that the game is as state of the art as Madbastard is himself. It'll probably have some sort of adventure element in it and it'll be released across all formats, but apart from that it's too early to say anything else."



'Walkers' Crisps' — Alternative Image. Designed as an informational video it shows the progress of a fractal shape being born in a kind of super nova and making it's progress across space, to enter earth's atmosphere and fall into a conveyor belt of crisps in a factory. This was produced using an Amiga A2000, 3mb and a 20mb hard disk, plus genlock and a variety of software.



Zoetrope's excellent Foreman demo with added decoration supplied by the deft and artistic hand of Mark Heley.

HAM IT UP!

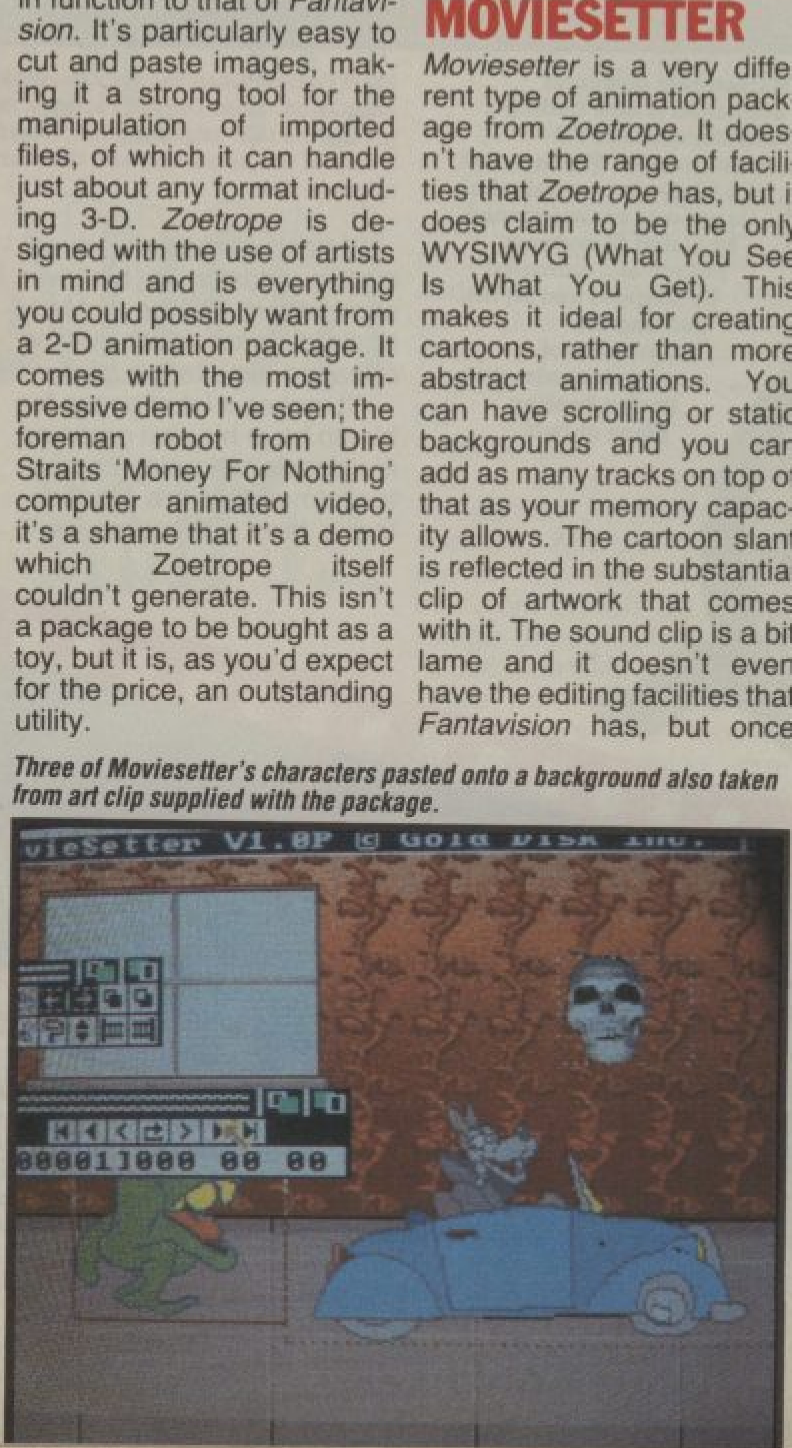
ZOETROPE

Antic's brand new package does have a fully comprehensive paint package with a variety of different colour effects like chrome and metal. It also has a comprehensive range of Pixel F/x, such as defocus and shatter. What *Zoetrope* doesn't have is any sound capability and it requires a Meg extension to run even in a basic format. What you're paying for is flexibility and plenty of it. It has two animation modes, Cel animation, similar to the traditional technique of animation, where "blues" are created for each subsequent frame, leaving a blue imprint of the last frame. The second is the Antic Pixel Mover mode which is similar in function to that of *Fantavision*. It's particularly easy to cut and paste images, making it a strong tool for the manipulation of imported files, of which it can handle just about any format including 3-D. *Zoetrope* is designed with the use of artists in mind and is everything you could possibly want from a 2-D animation package. It comes with the most impressive demo I've seen; the foreman robot from Dire Straits 'Money For Nothing' computer animated video, it's a shame that it's a demo which Zoetrope itself couldn't generate. This isn't a package to be bought as a toy, but it is, as you'd expect for the price, an outstanding utility.

MOVIESETTER

Moviesetter is a very different type of animation package from *Zoetrope*. It doesn't have the range of facilities that *Zoetrope* has, but it does claim to be the only WYSIWYG (What You See Is What You Get). This makes it ideal for creating cartoons, rather than more abstract animations. You can have scrolling or static backgrounds and you can add as many tracks on top of that as your memory capacity allows. The cartoon slant is reflected in the substantial clip of artwork that comes with it. The sound clip is a bit lame and it doesn't even have the editing facilities that *Fantavision* has, but once again it supports any IFF format sample you care to load in. *Moviesetter* is the program you want to buy if ease of use is your priority and you want to create multi-track animations. One drawback it does have (which is frankly confusing, I'm afraid) – and this isn't mentioned in the manual though there's a file on the program disk – is that you can't put together animations in colour unless you have a Meg. You can run them in colour after you have completed them, but this is a major detraction from the fun you get from playing around. Ironically, for a simple to use program, the manual is the worst and most confusing of the lot.

Three of Moviesetter's characters pasted onto a background also taken from art clip supplied with the package.



GLOSSARY

HAM: Hold and modify — means you can have more than 4,000 colours on screen at any one time.

IFF FILES: International File Format G. A standard file form making 3½" disks compatible with PC or ST machines — usually for sound or graphics packages.

RENDERING: Filling in a wire frame model with colour.

RAY TRACING: A sophisticated form of shading whereby the program works out every possible shadow and reflection from a given light source.

HAM IT UP!

FANTAVISION

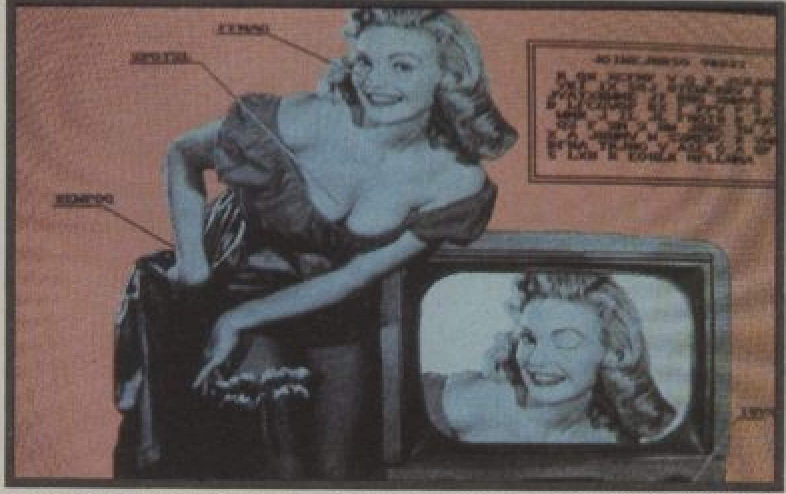
This has to be the most accessible package of the lot and the only one to run comfortably without a meg expansion. Its one great drawback is that it doesn't have a flexible drawing tool, which limits you to lines and polygons, though you can just about get a rough curve out of it. Having said that, within ten minutes of starting you should have a basic animation up and running with the aid of the extremely useful quick start guide. *Fantavision*'s manual is on the whole, very clear indeed, something which is of prticular importance when trying to sort out a package like this. Most of all the variables can be changed from the tweening rate through to the palette which comes with a variety of patterns and supports HAM mode. *Fantavision* has sound too, though the library you're given is a little pathetic to say the least. That doesn't matter too much because it supports digitized sound of the 85VX IFF format. With discount, through some mail order outlets, for instance, *Fantavision* can be picked up for around £30. A bargain and an excellent introduction to animation.



The background is from an imported art file, but the dinosaur is drawn using Fantavision.

DELUXEPAINT III

The third *Deluxe Paint* package from Electronic Arts will come with an integral animation program. It should allow you to create 2-D animations using the familiar, and improved, *Deluxe Paint* tools. There'll be a tint mode, an entirely new airbrush and you'll be able to work in 64, rather than 32 colours. It'll work by allowing you to paint a series of screens in the same way you normally paint a single screen — then multi-frame brushes can be created over that. A perspective capability will further enhance *D.P.III's* flexibility allowing three dimensional travel and rotation of images. It should be available in May and will retail at £79.99. Though *Deluxe Paint* owners can get an upgrade for £50 (excluding VAT) and *Deluxe Paint II* owners for £30 (excluding VAT. Unfortunately, once again, this is a one Meg package.



The Director's ability to do partial page flipping is illustrated with the aid of a couple digitlised . . . young ladies.

THE DIRECTOR

The Director is different from the other programs reviewed here in that it's an animation language. There's no friendly D-Paint style screen here, all functions are controlled by a series of BASIC-like commands. This makes it a flexible program for manipulating pictures from other sources, but it is hugely sprockety and completely unvisual. Though once you've mastered it, it's quite easy to use, *The Director* is no fun at all to mess around on. It's a package designed by programmers for programmers, not animators. Tricks like partial page flipping may be nice, but disguise the fact that it doesn't run on the more accessible principle of pasting a track (the picture to be moved-over a background). At the price, its's a fine piece of software, but should only be picked up by people who want its specialised functions.

The glorious CU Golden Joystick award rendered by Henri Bujko of Alternative Image using Viewscape 3-D.



OTHER PROGRAMS

FORMS IN FLIGHT II

This has a couple of very nice features for the price, including the automatic shading of spheres and texture mapping, which is wrapping a two dimensional picture around another. The paint package isn't quite up to *Zoetrope* standards, but definitely a step up from *Fantavision*

VIEWSCAPE 3-D

***Viewscape* is the program chosen by most professionals because it combines strength of features with speed of rendering. Nothing about it is particularly outstanding, but it doesn't have any real weaknesses either.**

SCULPT 3-D

***Sculpt* has a great advantage over its rivals because it has ray tracing capabilities. You specify a point of light (or more) and the computer automatically shades the objects you've drawn from that angle. This is quite an incredible achievement on a computer the size of the Amiga, but to a certain extent *Sculpt 3-D* is a victim of its own success, since it can take up to an hour to render just one frame.**

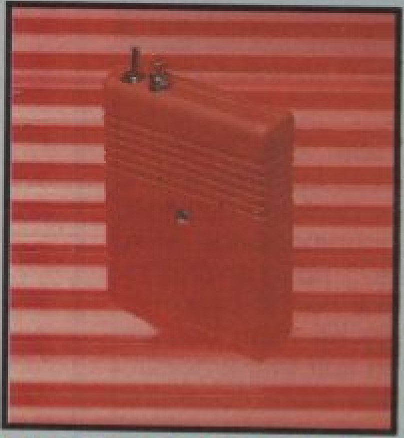
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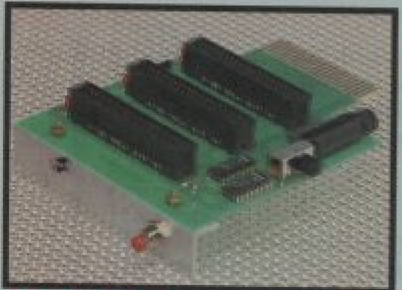
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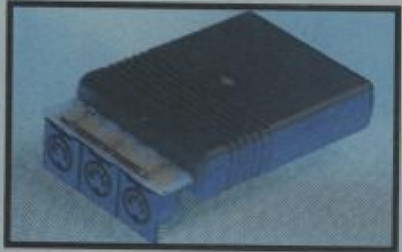


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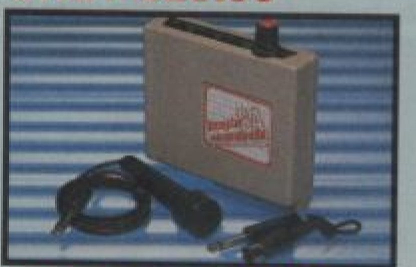


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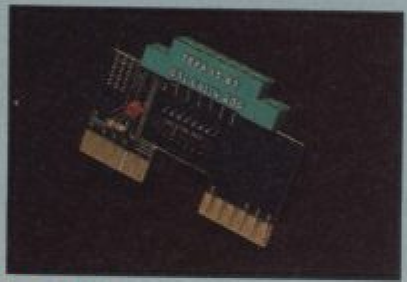
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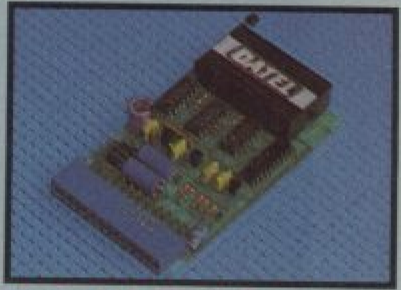
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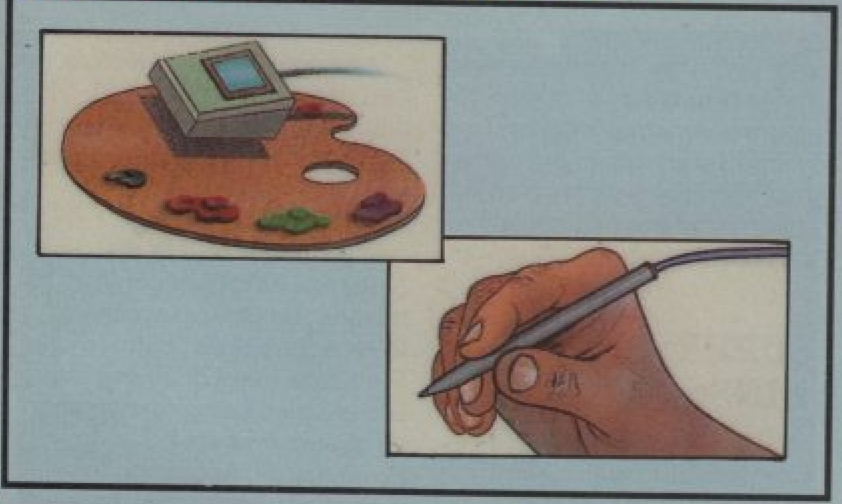
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The clash of steel, glass and rubber, a hint of nostalgia, a dollop of humour and more than a passing nod to the very latest in technology . . . pinball is dragging its way out from the seaside pier and into the homes of collectors and arcade games enthusiasts. Nick Kelly played the pinball wizard when he visited the UK's premier pintable show.

ROCK

Pinball '89 Show

New Horticultural Hall, London

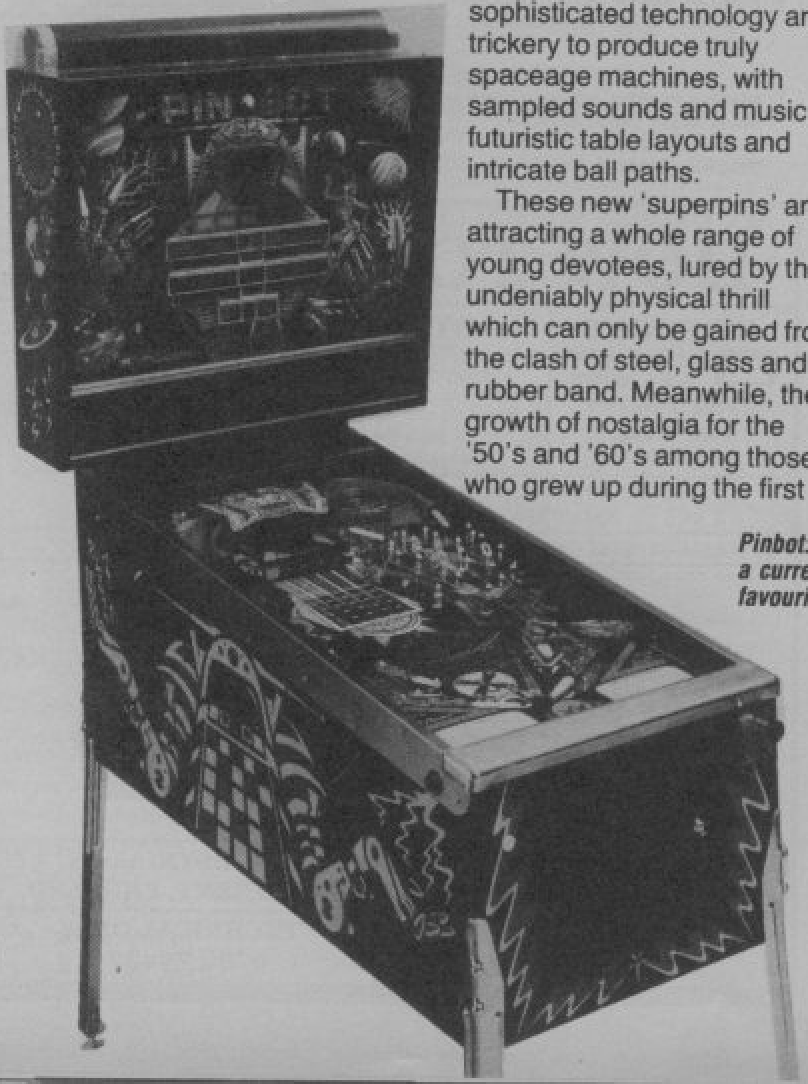
FOR those used to battling it out with the unruly throngs that gather at major video and computer shows, a visit to the recent Pinball '89 Show would have been an eye-opener. Held in a beautiful art deco hall near Victoria, this show featured a bewildering array of pintables, new and old, as well as vintage Wurlitzer Jukeboxes, antique one-armed bandits and even old tin toys.

You could tell from the selection of weird and wonderful cars parked outside that Pinball attracts a rather 'different' style of enthusiast to your average computer games buff. I saw a hearse, a psychedelically-painted VW and more beautifully-maintained cars of the '50's and early '60's than you'd find at your average vintage car show.

Inside, the story was the same. From punks to models, antique dealers to anarchist poets, millionaire businessmen to scruffy students, Pinball 89's patrons were as motley a crew as you could expect to find. But then again, pinball has always been a slightly cultish obsession.

However, you'd be wrong to write off this brilliant coin-op sport, arguably the father of the arcade video game, as a marginal pursuit with ever-decreasing popularity. In fact ye grande olde game of pinball is currently enjoying a major revival. At one end of the scale, the major Pinball manufacturers like Bally, Williams and Gottlieb have been using ever more sophisticated technology and trickery to produce truly spaceage machines, with sampled sounds and music, futuristic table layouts and intricate ball paths.

These new 'superpins' are attracting a whole range of young devotees, lured by the undeniably physical thrill which can only be gained from the clash of steel, glass and rubber band. Meanwhile, the growth of nostalgia for the '50's and '60's among those who grew up during the first real youth revolution has lead these now older (and, of course, very much richer) pinball fans back to the game that they first encountered in the cafe 'n' bowling society of their adolescence.



Pinbot: a current favourite

SUPER PINS

Show organiser Alan Goldsmith, an appropriately colourful figure who was a major rock promoter in the '60's, summarises the attraction of old pintables — and indeed jukeboxes and other relics from the Beat era — by saying that "the '60's was the beginning of this country coming out of grey and into colour. The whole rock 'n' roll scene in America in the '50's — coffee bars, juke boxes and rock 'n' roll — was taken over by English youth in the '60's. Now all those people are in their forties, and many are either successful businessmen or nearing retirement, and they're now buying up old pintables, jukeboxes and so on for nostalgic reasons. It's a cult, really, a bit like buying classic cars."

Among the people who own and/or maintain a deep interest in these artifacts are the likes of Eric Clapton, Mike Read and Dave Lee Travis. But the phenomenon of crazed investment in old pintables is not just down to misty-eyed old rockers trying to recapture their youth. Pintables, jukeboxes and the like are also being recognised as superb financial investments. According to Goldsmith, "right now you can still pick up old pintables for about £100 or £150, but in ten years' time they'll be fetching thousands, expecially the ones with artwork evocative of their time, like the old *Beat Time* tables which feature Beatle-like figures on the backboard."

Wandering around the show, it became clear that many of the visitors were desperately keen to pick up a pinball machine — any machine — to decorate their homes and lives with. All afternoon long offers were being made to the various exhibitors for their wares and by the time the hotly-contested auction was held, practically every pintable in the main hall had been sold.

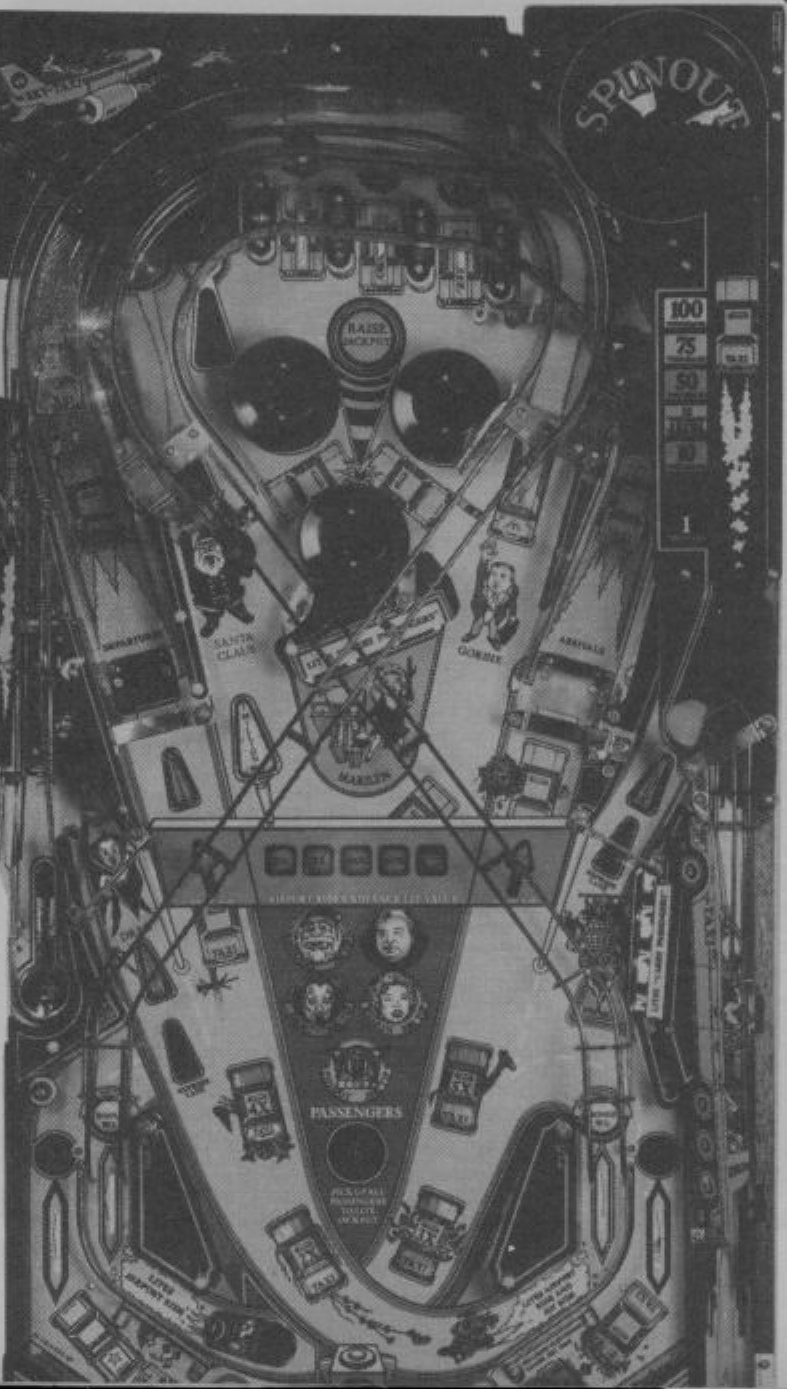
Pinball, in the sense of shooting or guiding balls through obstacles, has been around since the fifteenth century, and though the exhibits didn't quite stretch back that far, there were many examples of bagatelle and related ball-juggling games dating back to the last century.

If you were purely interested in pinball as we know it today, you could sample some games like Williams' *Soccer* (which dates from 1963), the even earlier Williams football table *Shoot* which, manufactured in 1960, was probably the oldest "true" pintable on display and the first of the genuine "multi-balls" which date from the early '60's. You could try your hand at those famously tacky *Playboy* and *Eight Ball* tables which came out in the mid-to-late Seventies and invariably featured a backboard illustration of a curvacious woman bursting out of her clothing.



Yo! This table top game's so good, let's paaaarty!

'N' ROLL



Looks a bit twiddly, doesn't it?

CULT GAME

You could also seek out the many officially-licensed or thinly disguised rip-offs of various film stars, rock musicians and sporting figures (James Bond, Kiss and The Harlem Globetrotters, to name but three). You could gasp in wonder at Gottlieb's extraordinary three-tier *Haunted House* which, complete with secret dungeon level and optional earphone socket, still impresses though it dates back to the start of this decade. You could titter at the sampled orgasmic robo-female moans which accompany Bally's futuristic soft-porn fantasy table *Zenon*. And of course you could watch some of the country's hottest players trying their luck and skill at classic tables like Bally's *Space Invaders*, Williams' *Comet* and *High-Speed*, making you feel total inadequate as they racked up a fortune in extra balls, credits and points.

Wish you were there? Well, Alan Goldsmith is planning to continue and expand the concept of Pinball '89, with future shows including other '50's and '60's memorabilia and even cars, so keep your eyes peeled for details in the press. But a visit to your local pleasure dome should keep you going until the next exhibition: the recent surge in interest in pinball generally seems to have got the major table manufacturers in a tizzy and a whole host of new tables are coming out. Check out the futuristic *Pinbots*; the hysterical *Party Animal* (which includes belches, roars and snatches of sampled rock 'n' roll classics); the recently-released follow-up to *Comet, Cyclone*; or the incredibly speedy *Truck Stop*.

And if you're thirst for pinball still isn't sated, you might even consider investing in a copy of a new book by players and experts Gary Flowers and Bill Kinty, "Pinball — The Home Of The Silver Ball" (available for £8.95, inc. p&p, from the Pinball Owners Association, P.O. Box 2, Haslemere, Surrey, GU27 2EQ).

And if *that* doesn't satisfy you, well, I'm afraid you're hooked.

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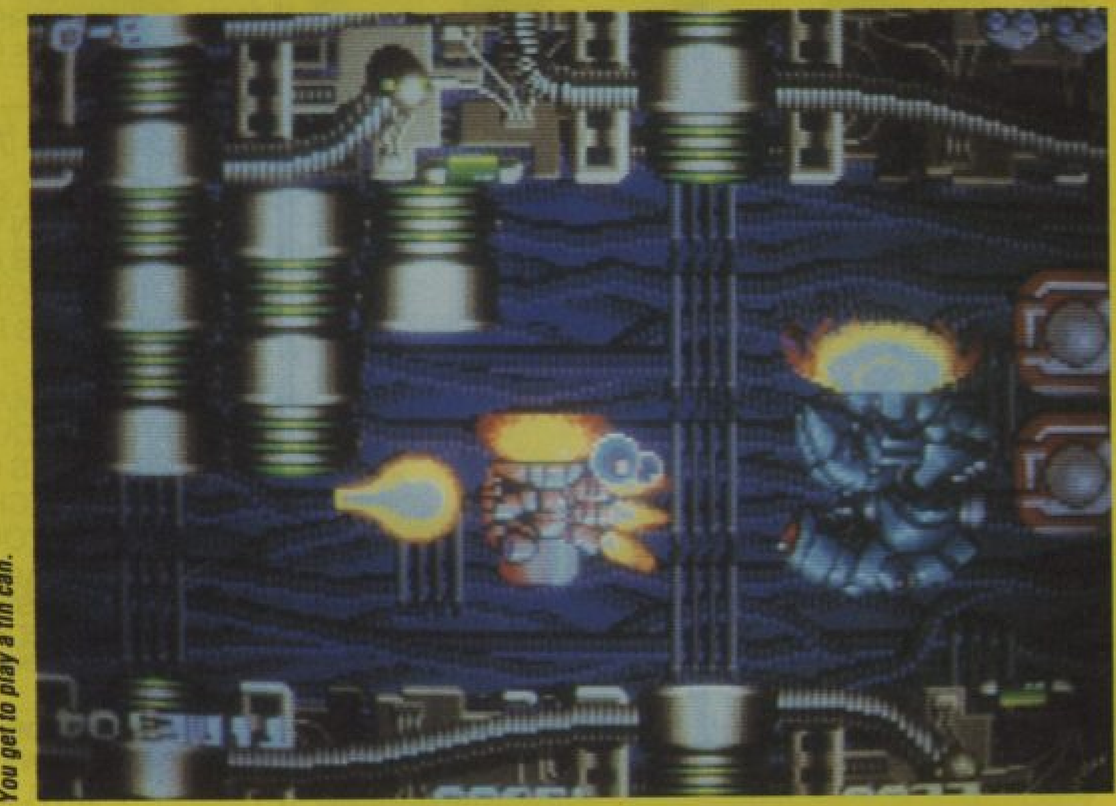
ARCA

UPL
2 x 10p

As any *New Zealand Story* fan will tell you, cute doesn't necessarily equal easy. And *Robo Kid*, a brilliant new coin-op from the hitherto unheard-of UPL corporation, certainly bears out the truth of this.

Robo Kid himself is a charming little tin can who trundles through subterranean passageways decorated with metal and bones, floats above psychedelic fields of weird space flowers and takes part in one-to-one duels in enclosed cyber squash courts. Confused? Well so was I — there's more variety of gameplay crammed into this arcade newie than I've seen for many a day. Think of a combination of *Cybernoid, R-Type,* those really old cowboy/duelling games and *Tiger Heli* and you'll begin to envisage it. But what really distinguishes *Robo Kid* is that it manages to package these disparate elements into a totally entertaining and convincing whole.

You start out on level one with your treads firmly on the ground of a horizontally scrolling encounter with black rubbery blobs, snail-warriors, floating space-mines and fighter-satellites. These baddies don't actually kill you on contact, but the blobs will cling to you and slow you down. Any missiles will immediately blow away one of your four lives.



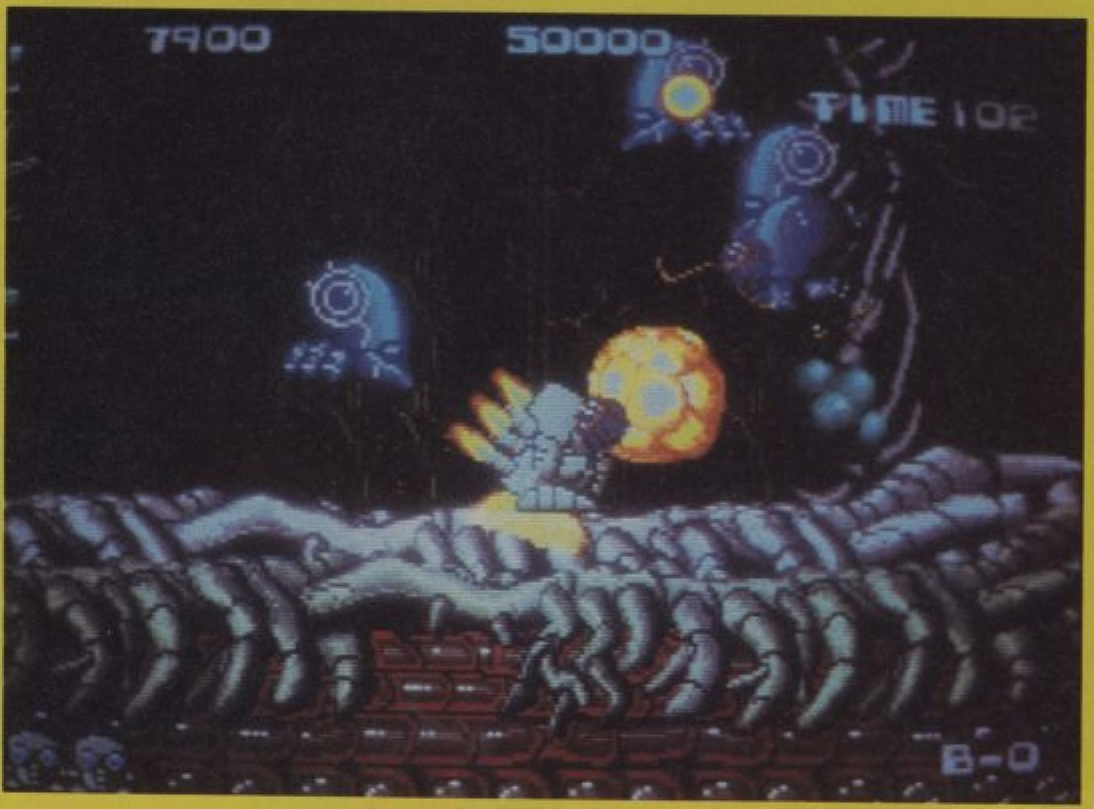
You get to play a tin can.



Pick up new weapon diamonds.

ATOMIC ROBO-

ADES



Battle it out with a slug.



Watch out or get whisked.

KID

Arcade Star

Pretty soon you'll encounter add-on icons in the form of diamonds. The first and most important one to acquire is the power of flight — happily this ability, once acquired, remains with you throughout your game, including 'continue' plays. The *Robo Kid* approach to the other weapon add-ons is almost as civilised. Each add-on you acquire (3-shot, 5-shot, missile, etc.) stays with you as an option, and one can be alternated for another, *Cybernoid*-style, by use of a special button. Whenever you encounter a new weapon diamond labelled with a special you already possess you can blast it until it changes into one you still need. And if you should be unlucky enough to lose a life, you only lose the special weapon you were using at the time of your destruction.

This last feature, in particular, will be much appreciated by anybody who's had the unfortunate experience of finally losing a life on level five of *R-Type* and having to continue with a paltry normal laser.

You've got a clock ticking away on each level, and if you don't make it to the exit before the time runs out, you'll find yourself being chased by a huge indestructible, and nearly invincible, *Pacman* figure. If you shoot this beasty repeatedly, you can halt him momentarily in his tracks, giving you a split second to hit that exit icon, but this is extremely difficult.

Level one isn't too tough, but it's once you begin level two that things really start to get hairy. The enemies multiply and their missiles become very difficult to avoid; you're winding your way through a maze, never knowing what's around the next bend; the foes you've just blasted regenerate instantly if you go back on your tracks; and end of level nasties begin to make appearances, requiring multiple direct hits to diss.

Each level differs from the last, some so much so that they might be different games. But, to UPL's great credit, the whole of *Robo Kid* holds together, each challenge following on naturally enough from the last.

Add some brilliant graphic touches (the cartoon-like spiral of red balls which gradually obscures the whole screen when you or a major foe dies, for example) to the totally brilliant — and exceedingly tough — gameplay, and you've got a true cutesy classic, a potential cult hit of the year.

If you don't enjoy *Robo Kid*, friend, there's something seriously amiss with your pleasure nodes.

GRAPHICS:	9
SOUND:	8
TOUGHNESS:	9
ENDURANCE:	9
CONVERTABILITY:	8
OVERALL:	9

ARCA

STRI

CAPCOM
2 x 10p

Set at some point in the dim, but still recognisable future, *Strider* pits a lone fighter against the massed forces of 'Eurasia' in a fast-moving running battle fought through the city — and countryscapes of this evil empire. Now, even if you haven't read George Orwell's *1984*, you'll quickly reaslise that 'Eurasia', with its St Basil-style architecture, strong emphasis on neatly-designed symbols and generally reddish colour scheme, bears a striking non-coincidental resemblance to Russia. So much for *Glasnost*. Japanese animosity towards Russia seems unabated.

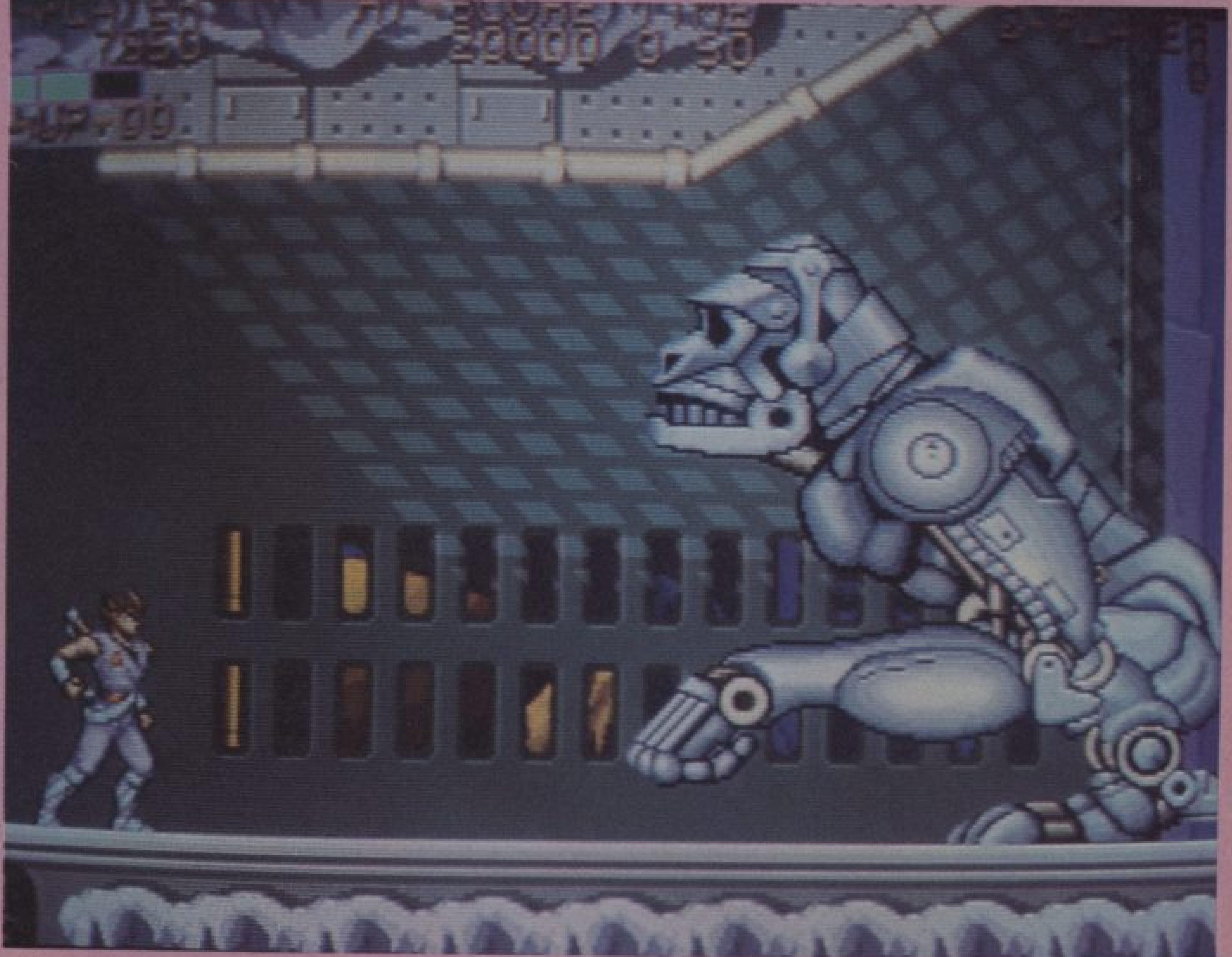
Our hero is a lithe, athletic type, armed with some class of cosmic boomerang. His movement is truly special: he can jump, flip, do somersaults, climb up sheer vertical surfaces, slide down inclines, even swing along while gripping onto overhead fittings. It was the realism of *Strider*'s movement controls that first garnered appreciation at last October's trade fair in Tokyo where it was launched, and it must be said that the boffins in Capcom have done a marvellous job. Even when the action gets really fast and furious you still feel in control of our hero's multiple actions, which is no mean feat.

Your enemies comprise both animal and machine, ranging from dull mechanical guards to wolves, with some fairly impressive end-of-level challenges thrown in.

Level one finds you swinging your way across the rooftops of the Eurasian capital. The graphics here are superb, specially developed as they are for the new 26" monitor screens. As you jump, run, climb, slip and slide your way over



Set to tackle the beast.



It's a mammoth, metal monkey.

ADES

IDER

obstacles, mobile and sedentary nasties blast away at you. Your hand held weapon is reasonably powerful, but you'd be well advised to take advantage of the occasional appearance of metallic helper pods which, if hit and picked up, will provide you with a small but perfectly formed robotic companion whom you'll find is no end of help in destroying the enemy. The road that you embark upon isn't an especially straight one; at various points you end up doubling back on yourself, for instance breaking your way into a huge dome and clearing it of both foes and fittings, in order to continue on your quest.

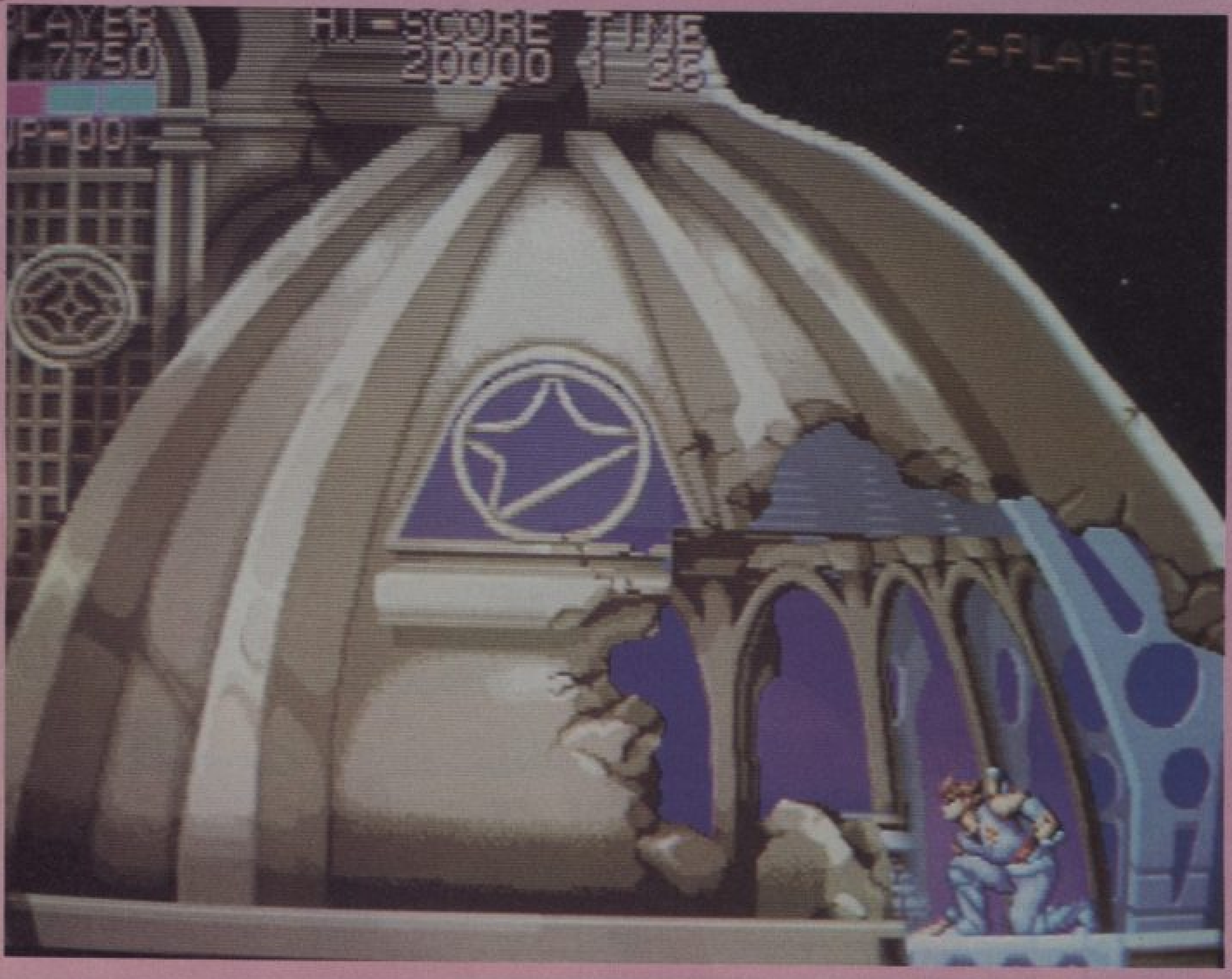
And just what is your quest? Well, ultimately, the destruction of the entire Eurasian empire, I suppose. In level one your final confrontation takes place in the 'Politburo' chamber. You find yourself confronted by tiers of sinister looking party members who transmogrify before your very eyes into an enormous dragon type creature which you must destroy. If you manage to do away with this evil beast, you find yourself beamed out to the snowy Siberian steppes for round two.

Strider will be gobbling up your change, loose or otherwise, over the coming months — I just can't see you being able to resist its wonderful combination of high definition graphics, brilliant movements and good old-fashioned blasting action. All this, and a wee bit of tongue-in-cheek political content too: who could ask for anything more?

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	7
ENDURANCE:	9
CONVERTABILITY:	7
OVERALL:	8



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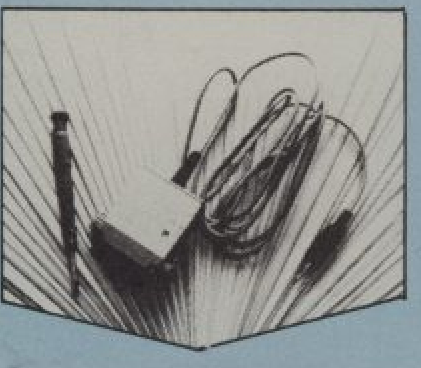
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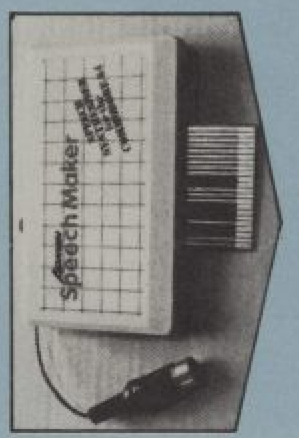


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SOUNDS GOOD

Following on this month's comprehensive animation feature we take a look at sound on the Amiga. We'll be taking a close look at Activision's new Music X, a professional musician's package programmed specifically for the mean machine. There's a competition too.

REVIEWS

We got 'em! There'll be *Out Run Europa, Ballistix, Vigilante, Road Blasters, Games Summer Edition, Wanderer, Super Trux, Real Ghostbusters,* and many more on 8 and 16 bit.
See you April 26th



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tommy's TIPS

Space cadet

I would like to know if there is any way at all that you can get two or more back-ups onto one disk, because disks are so expensive at £1.50 each.

Apart from that, I have so many disks lying around half full cluttering the whole house up.

So could you please help me?

Steven Gregory,
Warrington

I am not completely clear what you mean by the word BACK-UP. If you mean a copy of a Master Disk to give you a working copy, using a disk copier or the command DISKCOPY, then there is no way that you can get more than one 'back-up' onto a disk. This is because any further attempt to back-up another disk will overwrite the contents of the first disc you copied. However, if by back-up you mean storing a copy of a particular file by doing either a SAVE (BASIC program file) or COPY (program or data file) then you can get as many different files on the disk as there is room.

If you want to copy files across using Workbench, then open a window on each disk and drag the file icon across from the first disk to the second disk (swopping disks as requested if you only have one drive). If the file has no icon then you will have to open a CLI and use the COPY command for each file (or group of files). Even if you have done a DISKCOPY to create a disk with a number of files, you can always add extra files to that disk using the COPY command, to fill up the remaining space. I would just point out that there is no real merit in filling up every disk, especially if you are mixing data and program files. Changes to either type of file may require more room than the original and if there is no spare room on the disk you will have a problem.

I don't much like the sound of disks 'lying around, cluttering the whole house up'; they ought to be in disk boxes, carefully labelled and treated with respect. Disks are vulnerable, even hard plastic-cased 3½-inch ones. There is not much point in having back-ups if they are full of coffee or fluff!

Graphics dumper

I got an Amiga A500 for Christmas as well as a Citizen 120D printer. This is the main reason that I wrote this letter. I have got the right lead for it and the printer works on the test but when I try it on Photon Paint all I get is 'Printer trouble'. I've set the work bench preferences on generic but I still get the same thing.

The manual says that in generic the printer won't print graphics but there must be a way to print graphics as this is the only reasonf I bought the printer. I would be very grateful if you could help me on this.

The other matter is that I have bought *Speedball*. There is no energy, time or score counter at the bottom. If I switch channels quickly the panel pops up and then goes down again. Without the counter I don't know my score, energy or time left on the clock. Is there some way that I can fit the counter on the screen with a vertical or horizontal lock or whatever? Please could you help me as I am tearing my hair out?

Marc Blackie,
Brockely,
London

When you say the printer works on the test, do you mean the self-test that runs when you switch on with one of the feed buttons pressed? If so, then this only proves that the printer is working, not that the cable connection is correct. Can you do a DIRECTORY listing on the printer? Does it work with a word-processor? You should be able to run the 120D using the EPSON driver, rather than the generic driver, since as far as I know the Citizen has similar (if not 100 per cent identical) command codes to those used by EPSON. Can you try a different printer to check that the cable is the correct one? If you have a WP program that can reproduce graphic fonts, then try printing out one of the sample letters, which includes graphics (doing a graphics mode print rather than a text mode print). Alternatively, why not try NOTEPAD and print a graphic font?

The Citizen is certainly capable of printing in graphics mode so the problem has to be in one of three areas: the selected printer driver; the cable; or the software. You can only track down which is causing the problem by a process of elimination. If you are absolutely certain that the cable is correct, then experiment with the drivers. If that fails, suspect the cable.

As for your other problem, you don't say what you are using as a monitor; I assume from the fact that you say 'switching' channels' that it's a TV. Either there is a problem with the video scanning when using a TV modulator or there is something wrong with the colour selection. There is certainly no way of 'locking' part of the screen on a commercial program by adjust the the TV. Nevertheless, you can change the vertical shape of the screen on **Speedball** ***by pressing the 'Q' and 'A' keys.***

Aunty Beeb

I am thinking of upgrading to an Amiga but first there is a couple of points I would like to know about first.

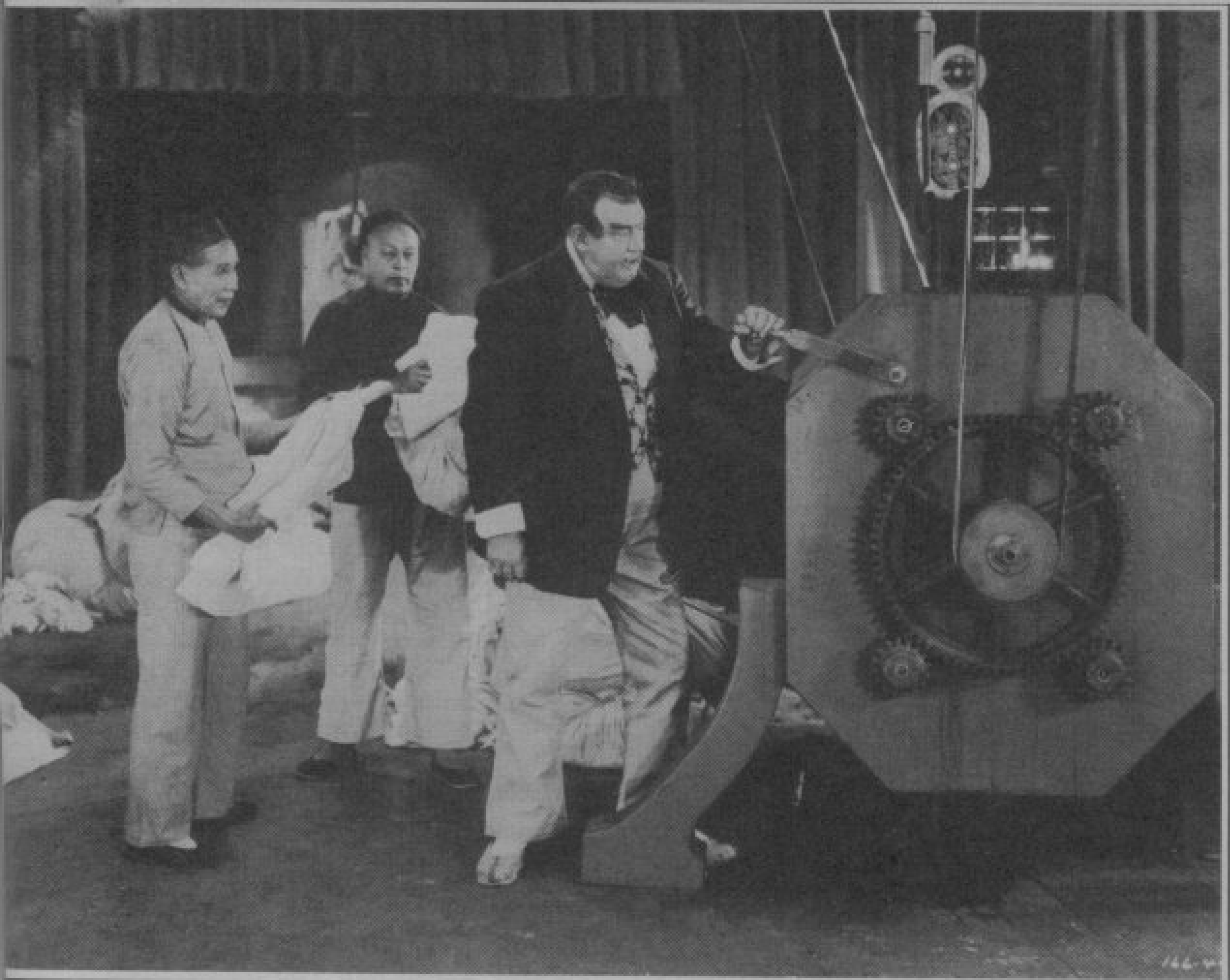
1. Recently (five-six months ago) I read an article about a BBC basic program for it. The reason being schools in England are also using Amigas. If so, where would it be possible to obtain such a program and about how much would it cost?

2. If there is a program, would it be possible to store data on a BBC disk drive connected to the Amiga using the program?

3. I have at the moment a C64, 1541C disk drive and an NL-10 (Star) printer. Is there anywhere to obtain an emulator to play C64 games on an Amiga and could I just load them off my 1541 disk drive or would I need to transfer them to a 3½-inch disk first?

Stephen Ross,
Carnmoney,
Co. Antrim,
N. Ireland

You are quite correct in your comments about an emulation program for BBC software which runs on the Amiga. It is called, very originally, **The Emulator.** ***It costs £49.99 (incl VAT) + £1 p&p. It comes on a 3½-inch disk in standard Amiga format. However, there is no way that you can attach a BBC disk drive to the Amiga (at least, not yet!) so the software has to be transferred via a cable from a BBC computer initially and then saved onto Amiga disks. A suitable cable will cost £10.95 (incl VAT). Both of these products are available from JAMES ASSOCIATES, 6 Hazlitt Mews, Hazlitt Road,***



Tommy goes to safecracking school to help him with his criminal ways.

London W14 0JZ. Tel: 01-602 2701.

The answer to your final query is also an unqualified 'yes'. There are two emulation programs for the Amiga to run 64 software, one called GO-60 and the other called '64 Emulator'. Whle these will allow the programs to run, you will also need a system (cable and software) called ACCESS-64 which allows you to connect a 1541 disk drive to the Amiga and read the program directly. I don't know the exact cost of GO-64, but '64 Emulator' costs £69.95 from Readysoft, while ACCESS-64 costs £59.95 (incl VAT) and can be obtained from Precision Software. The Star NL-10 has a centronics port so there is no problem with linking that up to the Amiga either.

Instant replay

● I am intending to buy a Commodore Amiga, but I have a few queries:

i) Is the 64 emulator any good? ie do many games work correctly on it? Can an adaptor be bought (or built) enabling a C2N tape player to work with the Amiga, and will it work with the emulator? Or is it disk only? Where can it be purchased from and for how much?

ii) What exactly does a midi-interface do?

iii) Can an MPS801 printer by used on an Amiga?

iv) Can a utility similar to the Action Replay cartridge be purchased for the Amiga? If not, which is the best single-drive disk copier available?

Ian Harrison,
Dyfed
Wales

Some of the answers regarding the 64 emulator can be found elsewhere amongst the Tips this month. As to how good the emulation is will depend on what you are running. Certainly some games actually perform much slower on the Amiga than on the 64.

Programs such as word processors and similar applications software run very well, but don't expect your games to run like those written specially for the Amiga, because you'll be in for a big disappointment.

MIDI is a standardised method of connecting and controlling electronic musical devices, using a serial connection, which allows different instruments and controllers to work together. The Amiga has exceptionally good musical facilities with its synthesised sound and control software, but unfortunately it does not come equipped with the necessary MIDI ports. A MIDI interface is merely a hardware device which attaches to the Amiga's serial port and provides this common method of connection. With it you can create music using a program such as SONIX and then control several instruments such as synthesisers, drum machines, etc, to create really fabulous music.

With regard to the MPS 801 printer, it is possible to buy a software program and cable that will connect the Amiga to a 64 and drive the printer via that, with the 64 acting as a printer buffer as well. It is available from Trilogic and costs £29.95. However, while it is possible to obtain an upgrade and cable to connect the MPS 803 directly to the Amiga, this is not possible with the 801.

Finally, there are several utility programs that can do fancy things on the Amiga like capture a screen (GRABBIT, £15) to copying just about any format disk. There is no single program that will do everything so it is really a question of deciding what facilities you need and then buying the programs that give those facilities. As for copiers, there are several good ones on the market, Marauder II and Project 'D' being two of the best. The latter can copy several formats including MS-DOS, ATARI ST and CP/M disks and also has several extra utilities to aid examination of files. Costs for these are both around £30.

Sound of silence

● Please could you tell me why the sound is different (digital) on the "C" model of the Commodore 64, compared to the original 64C. When I first bought the 64C, I had it changed a few times because the digitised sound was very quiet (in relation with the computers own synth sounds), if heard at all. On all the 64C's I received the digitised sound was the same. I settled for one at a different shop hoping that it was the first shop's fault. I was wrong.

Recently something else happend to the SID-chip and I had a new one fixed in. To my disappointment the digitised sound level of volume had changed. Please could you tell me if there is anything I can do the correct this problem because I am a C64 computer music lover.

Simon Green,
Maidstone,
Kent.

Having checked with Commodore's Technical Department, it appears that a new type of SID chip was used in all the 64Cs. The new chip is supposed to have the same characteristics as the old chip, but for reasons which are still unclear the volume of digitised sound is much reduced, as you report. This is unfortunately a function of all the new machines and is not a fault on the particular batch that you tried. There is nothing therefore that you can do to resolve the problem; that is if you want to keep the guarantee. However, I understand that the old 6581 chip is pin compatible with the new chip. It would invalidate your warranty, but there is nothing to stop you replacing the current SID chip with an old version to see if that will improve the volume levels.

There might be some other side-effects, depending on whether software accessing the chip is doing so in a clean or 'dirty' way. Still, nothing ventured etc, and if you really want to regain the volume you might be willing to risk the price of a 6581 chip. It may just do the job.

THE LAST WORD

Oh Lordy! It's deadline time and TLW hasn't written its bit yet. In fact we haven't done a stroke of work all month and the Ed isn't pleased. Get this in late and we might be looking for a new job over at CCI or something. So let's have a look through these press releases... nothing there, what about the TLW mailbag... empty, and what's more no-one likes us, so they won't tell us anthing. What are we going to do!!

● Don't panic, let's have a closer look at the Telecom story. As you know if you've read Buzz, the women's collective at British Telecom is up for sale. Rumours are flying around the industry once more about who is going to take up the offer. A management buy-out has already failed. Word has it that Mirrorsoft were offered the company, but declined, whilst another rumour has it that Virgin/Mastertronic were sounded out at the CES Show in the US, but that seems unlikely. Nevertheless the answer may yet lie in America with a software company over there hotly tipped to take up the running over here. No names specifically so far, but the companies with the clout are Microprose and Electronic Arts. We can state however that Virago are still not interested. You read it in CU first...

● One of the rumours we can scotch concerns the matter of the Rainbird label. Despite stories to the contrary, the Rainbird label name, the main asset of British Telecom because of the quality and 16 bit format of most of its releases, will not be returning to its creator Tony Rainbird (the original head of BT's software wing). That might severely have damaged the likelihood of a sale otherwise.

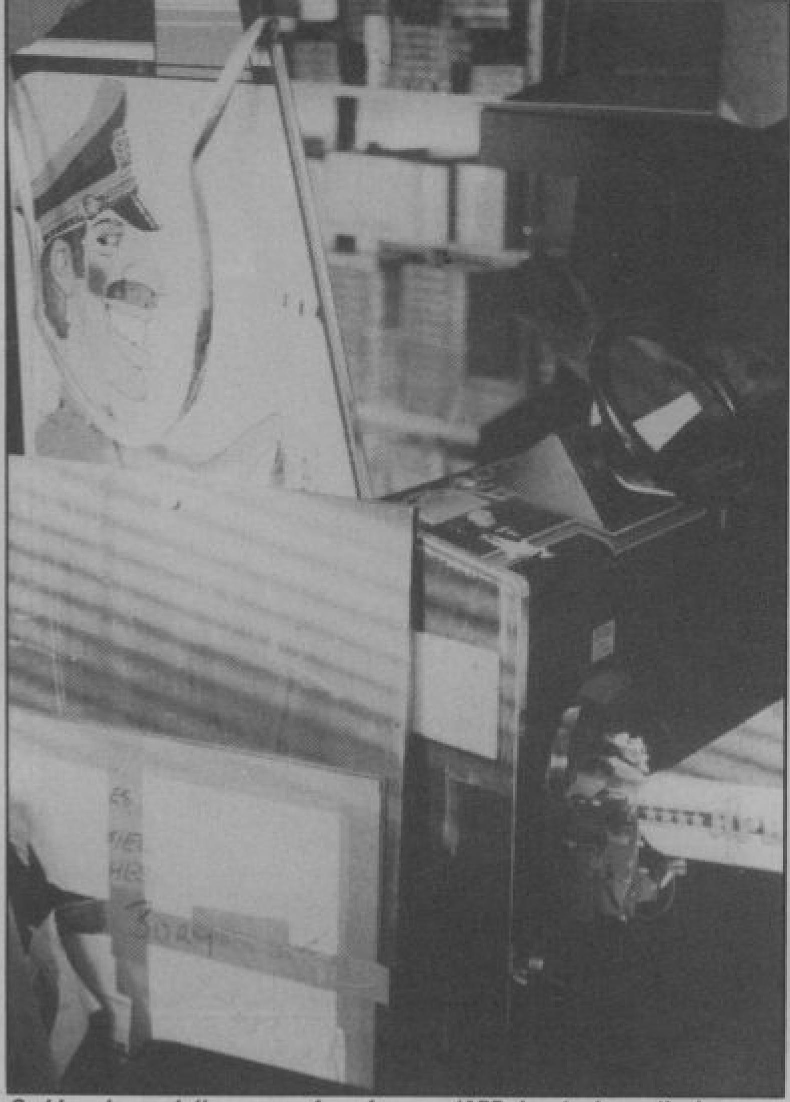
● Meanwhile it's celebrations all round at CU. After years trailing in the wake of our main competitor we're now the leading Commodore magazine in the market. Zzap's declared ABC is 67,284 whilst ours is 72,892 a difference of some 5,000 copies. News of this was greeted with much joy and fatted calf slaughtering round these offices. It even brought a smile to the Ed's face for the first time this year. We won't be resting on our typewriters though, we aim to push the quality of the magazine still higher. From next month's issue there'll be more colour and better quality cover paper for the magazine, plus more features, money off coupons and competitions.

● Another magazine with a red face is our big, fat, ugly sister. They carried an advert for *Maltese Joe's 3D Pool* only to find that someone had drawn in a pair of funny eyebrows on the lad leaning against the wall. Firebird are not amused.

● On a more serious note, copies of *Sidewinder* have appeared in Scotland which have been hacked into and changed so that the game has racist overtones. We're not telling you what's it's called, you can probably guess, but it's possible that they may have been altered from the copies given away on CU. That's a sad reflection on hackers and one we hope will be condemned by the various groups.

● Regular readers and flight sim buffs might be interested to know that 'Wild Bill' Steeley, boss of Microprose, the man responsible for countless simulators and well known for being an ex-USAF pilot, has never actually seen combat. He used to train others for the job instead.

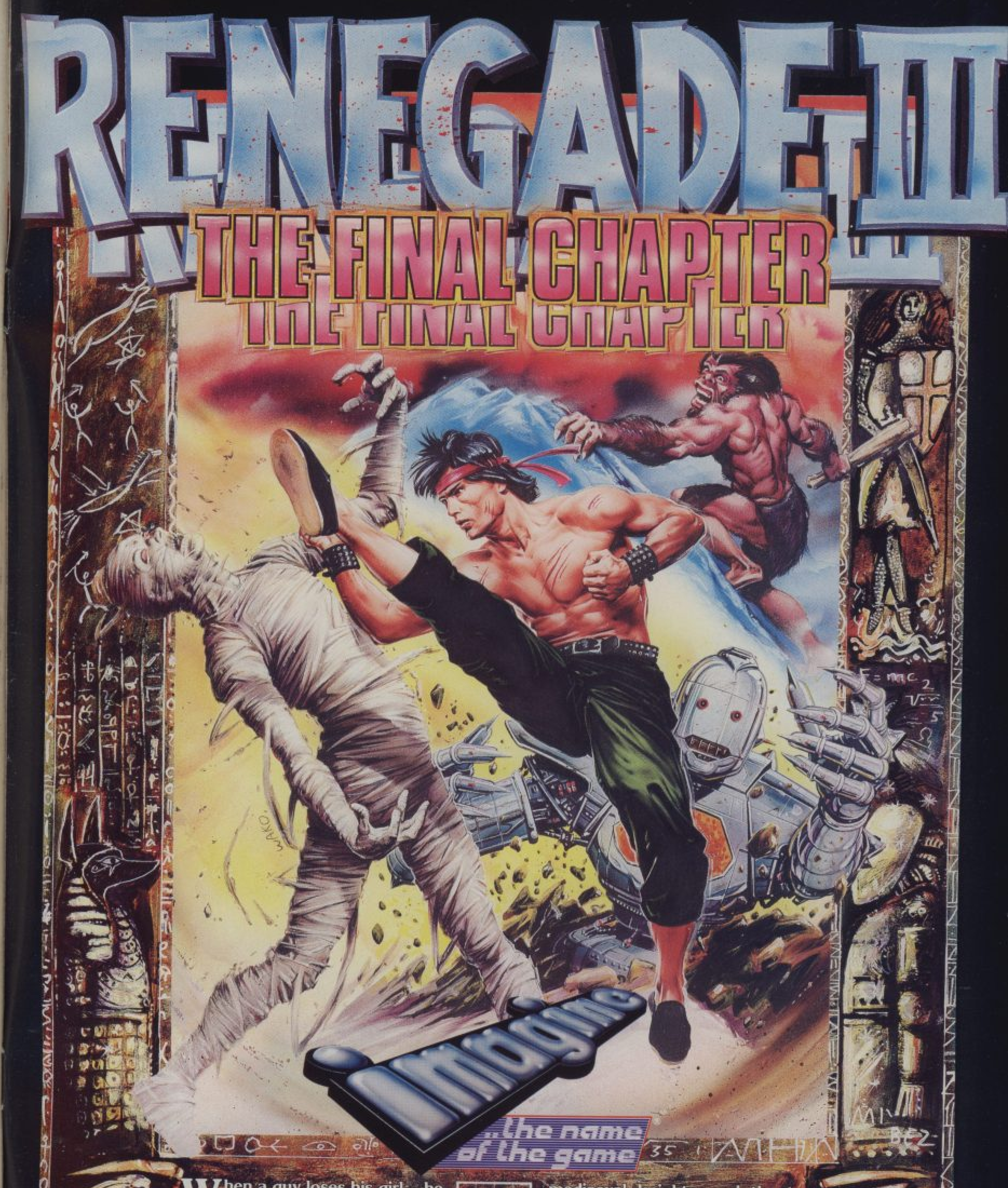
● It's time for our Domark story of the month. The Doms currently beavering away on their Atari coin-op licences recently took delivery of a £1500 APB console so they could start conversion work on it. Sadly the game literally fell off the back of the lorry delivering it and now resides in the Domark offices in several pieces (see pic).



Goddam lousy delivery man fror, fror. . . (APB devotee's caption)

● On the subject of coin-ops, did anyone see 'A Question of Sport' on March 14th? First mystery guest was none other than Tony Cottee playing *Pacland* — come on Tone, *Pacland!* What about *Op Wolf,* that's a shootist's game. TC's appearance was followed by another mystery guest for the viewers' competition playing RAC Lombard Rally at home. We reckon the answer was an Amiga, though the Ed maintains it was Norman Whiteside.

● A new season for binges approaches. TLW jets off to the Computer Arena being held in Majorca where all the mags and softcos are meeting up to play tennis and sunbathe. That's followed by EMAP's Golden Joystick awards, our prestigious presentation drink-up as voted by you the readers oh, and C&VG, Sinclair User and The Ne. Plenty of sculduggery and pictures in next month's issue. Hasta la vista....


RENEGADE III
THE FINAL CHAPTER
imagine
...the name of the game